

DANIEL KOCHANSKI GRAPHIC ARTIST

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PORTFOLIO > kochanski.se

Stockholm

PIXEL PERFECTION IS MY GAME

EDUCATION

3D GRAPHICS, DESIGN AND INTERACTIVE COMMUNICATION ▪
GRAPHIC STUDIO 1999-2001

MULTIMEDIA PRODUCER ▪
NTI COMMUNITY COLLEGE 1997

FILM, VIDEO AND COMPUTERS ▪
COMMUNITY COLLEGE 1995

DESKTOP PUBLISHING ▪
NTI COMMUNITY COLLEGE 1994

BASIC ARTS AND CRAFTS ▪
NYCKELVIKEN ART COLLEGE 1989-1990

COMPUTER SKILLS

- ■ ■ ■ ■ Adobe Photoshop ▪
- ■ ■ ■ ■ Adobe Illustrator ▪
- ■ ■ ■ ■ Adobe Indesign ▪
- ■ ■ ■ ■ Adobe Acrobat ▪
- ■ ■ ■ ■ Adobe AfterEffects ▪
- ■ ■ ■ ■ Adobe Flash ▪
- ■ ■ ■ ■ Axure RP ▪
- ■ ■ ■ ■ HTML5 Editors ▪
- ■ ■ ■ ■ Trimble SketchUp ▪
- ■ ■ ■ ■ Autodesk Maya ▪
- ■ ■ ■ ■ Autodesk Mudbox ▪
- ■ ■ ■ ■ Magix Sound Forge ▪
- ■ ■ ■ ■ Magix SpectraLayers ▪

LANGUAGES

- Swedish (fluent in speech and writing) ▪
- English (fluent in speech and writing) ▪

PERSONAL

Some favourite things are >
Sci-fi, cosmology, natural sciences,
film, cats and african safari.

EXPERIENCE

GRAPHIC DESIGNER AND PRODUCER OF PRINTED MATTER
PACIFIC INFORMATION AB 2020-2021

Production of a wide range of printed matter >

- Graphic design and typesetting of originals.
- Print and print finishing

ART DIRECTOR

ANIMAIL AB 2013-2015

Produced any and all graphics needed >

- Online ads, static or animated banners and newsletters.
- Printed ads, flyers, roll-ups, business cards etc.
- Company logo, graphic identity and website redesign.
- Identity Manual and Brand Platform documents.

Personal achievements >

- Streamlined my work process and improved efficiency.
- Commended for quality and reliability, added Art director title.

SENIOR 3D ARTIST, MATTE PAINTER AND CONCEPT ARTIST
FORESTLIGHT STUDIO AB 2007-2011

Created primarily 3D graphics >

- 3D modeling, UV-mapping and texturing.
- Matte painting and concept art.
- 3D model quality checking.
- R&D.
- Corporate visual identity, website and marketing materials.

Personal achievements >

- Accumulated understanding of working in a large team in a pipeline.
- Gained experience working in a supervisory capacity.

COLLEGE LECTURER AND TUTOR IN PHOTOSHOP
IAA INDUSTRIAL ART & ANIMATION 2006-2008

Developed courses for new college, conducted lectures and tutoring >

- Basic Photoshop techniques orientation.
- 3D texturing.
- Post production compositing.
- Advanced photorealistic retouching techniques.
- Photography and techniques for matte painting.
- Basic 3D modeling, texturing and rendering.

Personal achievements >

- Received very good feedback from students and management.
- Offered to join school management team.