



JAROSŁAW "JERRY" KOWALCZYK **ART DIRECTOR & EDUCATOR**

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WORK EXPERIENCE

2015 to Present

Games and Interactive Media Administrator Collegium Da Vinci, Poznań

Responsibilities:

- Conducting lectures and workshops in the field of Computer Science.
- Mentoring and fostering students' achievements, academic persistence and success.

2008 – 2014

Lead Faculty, Game Art and Design Art Institute of California, Los Angeles

Responsibilities:

- Providing academic leadership and selecting, training, developing, and managing faculty.
- Providing input into planning and implementation of annual budget including personnel, program expenses, and capital needs.
- Assessing and monitoring programmatic institutional effectiveness and student learning outcomes.
- Collaborating with other Academic Department Directors within school and across other AI schools.
- Fostering students' achievements, persistence and success.
- Mentoring and helping students to achieve their highest academic potential.
- Teaching senior level game art and design students.
- Creating and maintaining constructive system of critiques and feedback.
- Reinforcing team-building skills.
- Building communication and problem solving skills.

2006 – 2008

Art Director Spark Unlimited, Inc. Los Angeles

Game: Turning Point: Fall of Liberty

Release Date: February 26, 2008

Platform: PS3, Xbox 360, PC

Genre: Action (FPS)

Publisher: Codemasters

Responsibilities:

- Establishing next-gen visual direction and production standards.
- Leading and supporting multiple artists and teams (under scrum system).
- Identify problems that can be addressed visually and provide solutions.
- Creating and assisting with management of schedules and planning.
- Conducting critiques with clear and consistent direction to the art team.
- Responsible for mentoring, training, and performance evaluations for art teams and individual artists.
- Conducting job interviews--being part of the decision making process.
- Collaborating with programmers, animators and designers.

2004 – 2006

**Senior 3D Artist
Spark Unlimited, Inc. Los Angeles**

Game: Call of Duty

Release Date: November 16, 2004

Platform: PS3, Xbox 360, PC

Genre: Action (FPS)

Publisher: Codemasters

Responsibilities:

- Aesthetic design of multiple levels.
- Building 3D environments and props.
- Texturing & lighting.
- Assisting Art Lead in maintaining schedules and task creation.

2002 – 2004

**3D Artist
Electronic Arts, Los Angeles**

Game: Medal of Honor Frontline

Release Date: May 28, 2002

Platform: PS2, Xbox Game Cube

Genre: Action (FPS)

Publisher: Electronic Arts

Responsibilities:

- Aesthetic design of multiple levels.
- Building 3D environments and props.
- Texturing & lighting.

2000 – 2002

**Junior 3D Artist
DreamWorks Interactive, Los Angeles**

Game: Medal of Honor Underground

Produced by Steven Spielberg

Release Date: October 23, 2002

Platform: PS1, Game Boy Advance, Playstation Network

Genre: Action (FPS)

Publisher: Electronic Arts & Destination Software

Responsibilities:

- Aesthetic design of multiple levels.
- Building 3D environments and props.
- Texturing & lighting.

1999 – 2000

FX Artist
Electronic Arts, Redwood Shores

Game: Knockout Kings 2000

Release Date: 1999

Platform: Nintendo 64, Playstation

Genre: Sport

Publisher: Electronic Arts Sports

Responsibilities:

- Design and implementation of 2D FX for characters.
- Collaborating with a programming team (FX).

EDUCATION

M.F.A. Academy of Art College, San Francisco, USA
Major: Computer Arts

**MANAGEMENT
TRAINING**

J. McNeil & Associates, Inc.
Leadership at 12 O'clock High with David Hutton