

# ALEKSANDRA KIELESINSKA

CREATIVE AND MOTION DESIGNER

## ABOUT ME

Creative and motion designer with experience in developing XR experiences. Working for clients such as Disney, and Financial Times. Committed to staying at the forefront of technology and design trends, my work is driven by a deep-rooted passion for film, art, and innovative storytelling.

## CONTACT

KIELEAX@GMAIL.COM

+44 7727120534

LONDON, UK

## LINKS

Portfolio:

[axkiele.com](http://axkiele.com)

Linkedin:

[linkedin.com/in/axkiesinska](https://linkedin.com/in/axkiesinska)

## EDUCATION

### MA Virtual & Augmented Reality

Goldsmiths University of London  
2021-2022

VR/AR Applications development, 3D Graphics, and User Experience. Gained experience in developing XR applications in Unity using C#. Explored the psychological aspects of Extended Reality.

### BSc Visual Effects (VFX) with Animation

De Montfort University  
2018-2021

1st Year: Film Production, Storytelling, 3D Modeling, Compositing.  
2nd Year: Tracking, Rigging, Compositing, Modeling, Animation, Video, and Imaging Techniques.  
3rd Year: Match Moving, Set Design for VFX and Game Environment, Postproduction for Video and Film.

### A-Levels Equivalent / Polish Matura

Collage of Art Kielce, Poland  
2013-2017

Studied core collage subjects and art-focused subjects, including history of art, sculpting, advanced drawing classes, concept art, media production and design.

## SKILLS

Software: Unity | Maya | After Effects | Cinema 4D (Redshift) | Red Giant Da Vinci | Premiere Pro | Studio Lens | Spark AR | InDesign | Illustrator | Figma

Languages: C# | C++ | JavaScript | HTML | CSS

## WORK EXPERIENCE

### Designer

Financial Times Live

Oct 2022 - now

Developing digital assets for FT Live events, including video post-production and creating 2D and 3D motion graphics for branding videos and marketing campaigns. Designing both digital and print content for high-profile live events, encompassing stage design and physical signages. Additionally, producing brochures and printed Financial Times advertisements.

### Creative Designer (freelance)

The Walt Disney Company

Apr 2022- Dec 2023

Designing and producing captivating motion graphics and GFX for marketing sizzle videos, social media reels, and YouTube content across the EMEA region. Crafting product graphics as part of Disney's marketing campaigns to promote toys and clothing associated with movie premieres. Spearheading the production and localisation of promotional video ads, seamlessly implemented throughout the entire EMEA campaign, to ensure a unified and visually compelling brand experience.

### Graphic Designer/Illustrator

Pattern Atelier

Nov 2021 - May 2022

Creating high-quality illustrations and graphics. Conducting product photoshoots showcasing products uniquely. Set up print-ready files and distributed marketing and promotional materials. Managed social media content to build brand awareness and engage audiences.

### Freelance Rigger/Animator

Feb 2021 - Nov 2021

Handling the complete rigging pipeline, creating rigs for characters, quadrupeds, and birds. Developing highly detailed 3D loop cycle animations using Maya, Motion Builder, and Unity.

### Graphic Designer Intern

Matin Prime

Feb 2020 - Jul 2020

Created graphics, illustrations, and advertising banners for various clients. Designed for print and honed skills in web design, creating visually appealing and user-friendly layouts for digital platforms.