



ASSIST. PROF. | AMERICAN UNIVERSITY OF MALTA | MALTA
SEP 2023 - CURRENTLY

LECTURER | OPIT – Open Institute of Technology | MALTA
JAN 2023 - CURRENTLY

- › Developing a curriculum for a Game Development course along with future teaching activities.

EXPERIENCE



ASSISTANT PROFESSOR | ARUCAD – Arkin University | CYPRUS
OCT 2022 – FEB 2023 JAN 2020 – JUN 2022

- › Teaching game dev & design/VR/MR courses.
- › Administration duties.

VISITING SCHOLAR | PolyU | HONG KONG
JAN 2021 – JUN 2021

- › Project development in 3D/VR, deliver teaching materials for students.

SR POSTDOCTORAL RESEARCHER | Maynooth University | IRELAND
APR 2017 – SEP 2020

- › Research on enhancing 3D city planning process and data access for multiplatform devices (PC / VR / MR). 
- › Building City Dashboards (BCD) project. 
- › Award nr 15/IA/3090 – Science Foundation Ireland (SFI).

VFX ARTIST & VR DEVELOPER | EvoVRLab | THE NETHERLANDS
JUL 2016 – MAR 2017

- › Delivering promotional movies, 3D & VR design, animation.

ASSISTANT PROFESSOR | Girne American University | CYPRUS
JAN 2015 – JUN 2016


LECTURER | OCT 2014 – JAN 2015

HEAD OF DEPARTMENT | OCT 2014 – JUN 2015

- › Lectures and labs in 3D / VFX / digital design.
- › Administration duties.

RESEARCHER | University of Zielona Gora | POLAND

DOCTORAL GRANT | DEC 2012 – JUN 2014 
Award nr DFS.VI.052.4.43.1.2012 – European Social Fund (ESF).

DOCTORAL GRANT | APR 2012 – APR 2013 
Award nr NN519659040 – National Science Centre (NSC).

- › Research on 3D procedural modelling.

GRAPHIC DESIGNER | Lubuska Land Museum | POLAND
JAN 2009 – APR 2010

- › Website design & updating the website content.



DR. TOMASZ ZAWADZKI

3D | GAME DESIGN & DEV | VFX
XR – VR /MR | UI | ANIMATION



(+48) 693735888



tomasz.zawadzki.mu@gmail.com



ENGLISH (C1)



GERMAN (B1)



POLISH (NATIVE)



TEACHING STATEMENT



RESEARCH STATEMENT



PUBLICATIONS



REFERENCES





FREELANCER | Various companies | POLAND

OCT 2008 – APR 2017

- ▶ Delivering promotional movies.

EDUCATION & TRAINING



PH.D. | University of Zielona Gora | POLAND

OCT 2006 – MAY 2014

PH.D. STUDIES | OCT 2006 – JUN 2011

- ▶ Specialization: 3D computer graphics.



VISITING RESEARCH SCHOLAR | Florida Institute of Technology | US

FEB 2013 – MAY 2013

- ▶ Research on 3D procedural modeling.



E.MEDIA SUMMER SCHOOL – PARTICIPANT | University of Applied Sciences | GERMANY

AUG 2012

- ▶ 360 degrees panoramas shooting, composition & rendering.



DRIMAGINE 3D & VFX ACADEMY – PARTICIPANT | WSB – National Louis University | POLAND

JUL 2010 – AUG 2011 (DIPL. DEC 2012)

- ▶ Award Number *UDA-POKL.04.01.01-00-153/08* – European Union (EU) – European Social Fund (EFS).
- ▶ Three stages of development: preproduction (storyboard, drawing, concept art), production (modeling, texturing, rigging, animation), postproduction (VFX, composition).



M.SC. | University of Zielona Gora | POLAND

OCT 2001 – JUL 2006

- ▶ Specialization: 3D computer graphics.



SOFTWARE

unity | UNITY |

| VISUAL SCRIPTING |

| UI & UX |

| ANIMATION |

VIRTUAL REALITY |

VIVE | HTC VIVE |

| STEAM VR |

oculus | OCULUS |

Microsoft HoloLens | **MIXED REALITY** |

| MICROSOFT HOLOLENS |

| MRTK |

MAYA |

| MODELING |

| TEXTURING |

| ANIMATION |

| RENDERING |

| ARNOLD RENDERER |

Ae | **AFTER EFFECTS** |

| VFX |

| POSTPRODUCTION |

| COMPOSITION |

| ANIMATION |

| TRACKING |

| ROTOSCOPING |

Ai | **ILLUSTRATOR** |

| 2D VISUAL DESIGN |

| 3D PERSPECTIVE |

Id | **INDESIGN** |

| 2D VISUAL DESIGN |

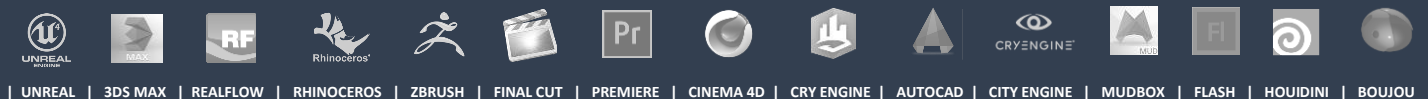
| LETTERING |

| TYPOGRAPHY |

Ps | **GIMP & PHOTOSHOP** |

| PHOTO EDITION |

OTHER SOFTWARE – BASIC SKILLS



| UNREAL | 3DS MAX | REALFLOW | RHINOCEROS | ZBRUSH | FINAL CUT | PREMIERE | CINEMA 4D | CRY ENGINE | AUTOCAD | CITY ENGINE | MUDBOX | FLASH | HOUIDINI | BOUJOU |

DISTINCTIONS & CERTIFICATES
(SOME IN POLISH)

