



Agnieszka Morawska

3d character and
creature animator

SKILLS

- Keyframe animation
- Editing Motion capture
- Layout creation

SOFTWARE

- Autodesk Maya
★★★★★
- Unreal Engine - sequencer
and animation tools
★★★★☆
- Motion builder
★★★★☆
- Blender
★★★★☆

Contact

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ABOUT ME

I'm a 3D animator specializing in bringing characters and creatures to life for TV series, feature films, and games. My expertise covers a wide range of animation styles, from realistic to highly stylized. I'm proficient in keyframe animation and motion capture data editing. I enjoy animating expressive acting scenes with strong characters as well as dynamic fight or dance sequences. I approach every new challenge as an exciting adventure and always see it through to the end. In addition, I have experience creating animation layouts.

EXPERIENCE

Jan 2023 – Sep 2025

3D Animator, Black Drakkar Games, Poland, remotely

- animated main character and enemy creatures in AA game project
- edited motion capture data and created keyframe in game animation and cutscenes
- worked across Autodesk Maya, Motion Builder, Unreal Engine
- remote

Mar 2022 – Jul 2023

3D Animator, TagWizz LLC, USA, remotely

- created creature and main character in game animation and cutscenes for different three projects

Oct – Nov 2021

Layout Artist, Studio Soi, Ludwigsburg, Germany, remotely

- Created layouts for project "La Sirene"
- worked in Blender

LANGUAGES

- English – advanced
- German – intermediate (B1)

EDUKACJA

Jul 2024

Sir Wade Animation, Animating in Unreal 5.4 workshop

Jun- Sep 2025

Ianimate, Creature Animation Workshop: Flight school and Fantasy Creatures

- Mentor Brendan Body

Jul 2014- Jun 2016

Animation Mentor, Character Animation Track

- Mentors: Chad Steward, Greg Kyle mentor Sean McComber, Nick Bruno, Dave Burgess, Sean Sexton

2000- 2006

Catholic university of Lublin, History of Art

- MA in History of Art

Aug 2021

3D Creature Animator, Obvious Film, France, remotely

- created realistic horse animation for a videoclip "Piece Uniques"

Jan 2020 – Jun 2020

3D Animator and Layout Artist, RAINBOW CGI, ROME, ITALY

- created layouts and animation for several episodes of a Disney Junior Tv series "Puppy Dog Pals"

Jan 2019 – Sep 2019

3D Animator, Digitalcomoedia, Naples, Italy

- created animation in a film "Trash"

Aug 2018 – Sep 2018

3D Animator and Layout Artist, B-Water Studios, Barcelona, Spain, remotely

- created animation and layouts for tv animated series "Diddl"

Jan 2018 – Aug 2018

3D Animator, Artella projects, remotely

- animating for Artella projects e.g. "The Book of Mojo"

Apr 2017– Dec 2017

3D Animator, Orka Post Production Studio, Warsaw, Poland

- created character animation in two episodes of "Talking Tom and Friends" and commercials

Nov 2016 – Apr 2017

3D Animator, Animoon Studio, Warsaw, Poland, remotely

- Cleaning motion capture data for "Acid Rain"

Jul 2016 – Nov 2016

3D Junior Animator, Platige Image, Warsaw, Poland

- Cleaning motion capture data in projects "Another Day of Life", "Jaga" and "Attraction"

Aug 2015 – Sep 2015

3D Animator, AnimJam – Animation Mentor School production, remotely

- Participating in "AnimJam" – short production by Animation Mentor

Dec 2014 – Mar 2015

3D Animator, Nemipictures Gdynia, Poland, remotely

- 3d animation for animated film „Pojednanie"