

AGATA NAWROT

ARTIST, GRAPHIC DESIGNER,
INDIE GAME DEV, FILMMAKER

CONTACT

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PORTFOLIO

agatanawrot.com

ABOUT ME

I have over 16 years of professional experience, which has helped me grow in many creative areas, techniques and media. Design problems are for me the best puzzles - a way to find new solutions through both learning and innovating. In my work I value most: nature-inspired, handmade, beautiful art; simple and logical interfaces; conveying important, hopeful messages through relatable emotions and original atmosphere. Through my projects, I try to foster a deeper connection between people and beauty, nature, and their own authentic expression.

SKILLS

- English - fluent in both spoken and written forms
- Adobe Suite (Photoshop, Illustrator)
- GDevelop
- freehand illustration

EDUCATION

Warsaw University of Life Sciences

M.E., LANDSCAPE ARCHITECTURE, 2009,
SPECIALIZATION: THE ART OF LANDSCAPE

Corvinus University of Budapest

STUDENT EXCHANGE - ERASMUS PROGRAM

EXPERIENCE

Own studio, Holy Pangolin (established in 2014)

GAME DEVELOPMENT - COMMISSIONS
AND PERSONAL PROJECTS

- Designing art style, assets, animations, UI, story, mechanics, levels, puzzles, music, sound effects
- Game prototyping and implementation (GDevelop)
- Participation and awards in numerous game jams
- Developing store pages, crafting marketing texts, promotional materials, and social media content
- Managing a YouTube channel and editing videos
- Designing posters, stickers, brochures, business cards, t-shirts
- Participation in international conferences, game showcases, business pitches, and trade show exhibits (Pixel Heaven, PGA, Reboot Develop)
- Collaboration with programmers, musicians, investors
- Productions: "Karambola," "Odgłos," "Animatch," "Rumina" (demo), and many game jam projects
- Design and publication of the art book "The Art and Secrets of Karambola"

PRODUCING A SHORT STOP-MOTION FILM

- Script, set design, photography, post-production
- Preparing a teaser, marketing and submission materials, pitch decks for grants and festivals
- Public presentations of the project, interviews

TOP ACCOMPLISHMENTS

WITH THE TEASER FOR THE FILM "THE FLIGHT OF THE QUIRKY OWL"

- Official selection at the Starling Film Festival in UK and D.I.Y. Film Festival (Strange Shorts) in Long Beach, USA
- Securing the Awesome Without Borders grant

WITH THE GAME "KARAMBOLA"

- 96-97% favorable reviews on Steam
- Nominated for the A MAZE Awards in Berlin in the Digital Moment category
- Official selection at the NowPlayThis festival in London and Digital Cultures in Warsaw (Best of PL category)
- Positive reviews in famous publications such as: The Guardian, PC Gamer, Rock Paper Shotgun, culture.pl

GROUP ACHIEVEMENTS AS HOLY PANGOLIN

- For the game "Rukavychka": the 2nd prize awarded by the Minister of Digital Affairs at the "United With Ukraine Game Jam" in Warsaw
- For the game "Odlot": the 1st prize at the Geek Game Jam in Poznań, with a contract for developing it into a longer game called "Odgłos"

SPEECHES

- Lecture at the Digital Cultures Festival in Warsaw, focusing on the creative process behind the games "Odlot" and "Odgłos," accompanied by a Q&A session
- The creative process of producing an animated film - presentation in the PechaKucha format at Fablab (Warsaw)

MORE ACCOMPLISHMENTS HERE:

- agatanawrot.com/achievements

SUPPLEMENTARY SCOPE OF ACTIVITY

Freelance (since 2012)

DEVELOPMENT OF MY OWN E-COMMERCE STORE

- Designing and making products: handmade art, prints, publications
- Creating product photos, descriptions, marketing materials, branding design
- Development of Shopify store; administrative tasks and market analysis
- Engaging in business workshops

SELF-PUBLISHING

- Creating online and print publications: notebooks, travel and health journals, coloring books for both children and adults (hand-drawn and vector-based); marketing content, advertisements, keyword analysis; developing the Funky Fotel Books brand

PROJECTS FOR CORPORATE AND INDIVIDUAL CLIENTS

- Logos, illustrations (animated as well), web design, large-format displays, infographics, comics, t-shirt designs, covers, posters, concepts for games and applications - design, mechanics, storyboards
- Example clients: mamprawowiedziec.pl, Threadless, Geek Girls Carrots, 10Clouds, Polish Ecological Club, 3ofCoins, SGGW, wpunkt magazine

TOPCODER STUDIO

- Contracts in form of competitions (web design, UX/UI, icon design, logo design, storyboard design, idea generation)
- Numerous victories, recipient of the Studio Cup (4th place)

SetJam/Motorola (2010-2012)

SOFTWARE QUALITY ASSURANCE SPECIALIST

- Testing the administration panel, overseeing the ticketing system (Lighthouse), designing icons, leading a small team of testers, collaborating closely with programmers