

# Mariusz Szypura



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Multi-purpose tool **3 in 1** Choose one or more

## Creative Director Graphic Designer

Collaborative and driven Graphic Designer and Creative Director over 20 years of experience delivering digital and print materials for a variety of client campaigns. Skilled in the full Adobe suite, including applications such as InDesign, Photoshop, and Illustrator. Specializing in the development and creative execution of campaigns for corporations, nonprofits, and other promotional entities. Adept at visual strategy, layout development, and electronic production for print media. Also skilled in the creation and design application projects across different platforms. Excels in peer review environments calling for creative brainstorming to bring ideas from concept to execution.

### Skills

- Conceptualised advertisements for clients
- Exemplary communication skills - communicated with clients to develop custom advertisements and marketing collateral
- Advanced knowledge of multiple design applications
- Designed logos, websites, flyers, posters, page layouts, infographics, charts, banners, advertisements and more for wide range clients.
- Production skills - including DTP, multimedia, interactive, internet, movies, games.
- Skilled in working with large groups or individually
- Creative eye for appealing commercial aesthetics

## Music Producer Musician

Gifted Musician / Music Producer with 25 years of playing in bands, building fantastic sound tapestries and taking artists to the next level. Inspirational and motivational, coaxing the best performances out of artists and delivering a tight finished product.

### Skills

- Strong knowledge of songwriting, music creation, recording, mixing, production, mastering
- Works in all genres
- Experience with concert touring
- Up with latest editing equipment and production methods
- Charismatic: works well with anyone
- Calm under pressure

## Game Developer Applications Maker

Extremely efficient Game Developer seeking a position in which my creative skills and development / production knowledge can be used as an asset to the company.

### Skills

- Experience in all aspects of game development, from writing to designing to programming
- Especially creative in story and design development
- Understanding of programming languages that are usable in game development
- Work ethic and determination needed to focus and accomplish the task at hand
- Ability to work as part of a team to meet a common goal or as a team leader
- Great capacity for learning
- Great problem solving skills

## Design Software

Photoshop ●●●●● Illustrator ●●●●● InDesign ●●●●● Muse ●●●●○ Premiere ●●●●○

## Audio Software

Apple Logic ●●●●● Other DAWs ●●●●○ Adobe Audition ●●●●●

## Game Development Software

Unity ●●●●○ Visual Studio ●●●●○ Xcode ●●●●○ Git ●●●●○

# Mariusz Szypura

## Creative Director Graphic Designer

### Experience

**1998 to present** Revolution 9  
Design and music studio owner

- more than 70 album covers designed
- posters for local concerts and events
- Identities for brands

**1998 - 2016** V&P  
Graphic Designer / Art Director  
DTP / Creative Director

- Worked directly on campaigns for company's advertising and web presence by designing graphics and layouts.
- Collaborated with teammates to develop innovative design ideas that fit the needs and branding of the company.
- Graphic designs for 5 editions of Off Festival Katowice (2010 - 2015)
- Oversee creative development of campaigns for clients and provide direction for the look and execution of all campaign materials.
- Serve as clients' contact point for feedback regarding development of campaign and pass along directives to the rest of the design team.
- Provide feedback, training, and guidance to all other members of design team in order to optimize performance and get improved results on projects

**2012 - 2014** Krystof  
Art Director

- Worked for fashion designer creating all needed assets
- Photo editing and correcting
- DTP

**2012 - 2014** Getin Noble Bank  
Creative Director

- Worked with design team to execute design projects and implemented directives passed down from management.
- Reported to management on the overall progress and execution of projects handled by the design team.
- Worked with team members to redirect projects and conform more closely to clients' expectations in cases where this was a necessity.

## Music Producer Musician

### Experience

**1991 to present**  
Songwriter / Composer / Musician  
Record Engineer / Producer

- **Collaborated and worked with**  
Kasia Nosowska  
Ania Dąbrowska  
Artur Rojek  
Monika Brodka  
Tomasz Makowiecki  
Novika  
Sławek Uniatowski  
Sublim  
Andy  
Hatifnats  
Marcin Spenner  
Ada Szulc
- **Released 19 albums**  
Happy Pills (7 albums)  
Lizar (2 albums)  
Silver Rocket (7 albums)  
Blimp (1 album),  
Peter J Birch (2 albums)
- **Soundtracks for movies**  
Supermarket (director: Maciej Żak)  
Big Love (director: Barbara Białowąs)
- **Soundtracks for games**  
Steampunker  
Steamburg  
Steamkraft

## Game Developer Applications Maker

### Experience

**2013 to present** Telehorse Sp. z o.o.  
CEO / Creative Director  
Art director / Designer /  
Sound & Music Producer  
Programmer

- Creating all aspects of the games:  
Steampunker, Steamburg, Steamkraft,  
Steampunker VR:  
**idea**  
**creative direction**  
**art direction**  
**graphics**  
**sound**  
**interface**  
**scripts, etc.**
- Trouble shoot game programming to ensure no mistakes are made
- Oversee the testing of the game to determine whether it is up to standards

**2017 to present** Telehorse S.A.  
CEO / Creative Director

- Manage game developers team
- Company management

Wyrażam zgodę na przetwarzanie moich danych osobowych zawartych w mojej ofercie pracy dla potrzeb niezbędnych do realizacji procesu rekrutacji (zgodnie z ustawą z dn. 29.08.97 roku o Ochronie Danych Osobowych Dz. Ust. Nr 133 poz. 883).

### Awards i.a.

- **FRYDERYK** Music Award 2009
- **INDIE PRIZE AWARD** for Best Game Art at Casual Connect Belgrade 2014
- **APP AWARD** for Best Entertainment iOS APP Warsaw 2014
- **APP OF THE YEAR 2014** by slideDB.com
- **BEST UPCOMING GAME AWARD** at 13th IMGA GLOBAL San Francisco 2017
- **INDIE GAME CUP** for Best Storytelling at White Nights Helsinki 2016
- **CONTEST WINNER EVENT 2016** by adoptmygame.com
- **GRAND PRIX nomination** at White Nights Helsinki 2016
- **INDIE PRIZE nomination** at Tokyo Game Show 2014, Casual Connect Singapore 2015, San Francisco 2015, Tel Aviv 2015
- **BEST OF QUO VADIS nomination** at Quo Vadis Conference Berlin 2017
- **THE BEST 10 GAMES OF THE YEAR 2017** by IndieDB.com
- **26th on the 50 Most Creative People in Business** list compiled by Brief.pl
- **POLISH GRAPHIC DESIGN AWARDS 2018 nomination**

### Speaker i.a.

Apps World Germany 2015 & 2016 **Berlin**  
Game Industry Conference 2015 & 2017 **Poznań**  
Taipei Game Show 2016 **Taipei**  
Game Access'16 **Brno**  
Quo Vadis 2016 & 2017 **Berlin**  
GameOn 2016 & 2017 **Viinius**

Gameacon 2017 **Las Vegas**  
Pocket Gamer 2017 **Helsinki**  
Pocket Gamer 2018 **London**  
GameDev Days 2018 **Tallinn**  
Spring Breake Festival 2018 **Poznań**  
FMX 2018 **Stuttgart**