



BRIEF

I work at the intersection of design, technology and visual arts. I create images with code. My professional profile is a combination of computer science and fine arts education, interactive design skills and knowledge of photography. I have been designing and programming user interfaces, applications and websites for a variety of software companies and design studios for over 20 years.

My current interests are focused on creating innovative user interfaces, information design, data visualization, generative art and computational design. I have completed Stanford University Human-Computer Interaction course. My generative art works were recently licensed for inclusion in *KLIOArt* catalogue.

I am based in Montreal, Canada speak English and Polish and have basic fluency in French.

EDUCATION

I studied Computer Science at Warsaw Technical University in Poland (1988-1989) and at Concordia University in Montreal, Canada (1991-1994). I returned to school in recent years to study Computation Arts in the Faculty of Design and Fine Arts at Concordia (2008-2011).

WORK EXPERIENCE

In the early years of my career I gained invaluable practical software development experience working on large scale object oriented software applications on Unix systems. I worked on automated graphical user interface builders at *VisualEdge* and on distributed real-time simulations at *OriginalSim*. Later, I developed Internet and desktop applications for children, working on multimedia software designs at *IM2*, *Kutoka Interactive* and *Polyester Media*. The work on these projects involved close collaboration with the art departments where I often served as a communication channel between the creative team and the technologists.

In the following years I freelanced with digital advertising and design studios (*Provokat*, *PALM*, *NDi*, *Cloudraker*, *Popcode*, *Mecano*, *Bos*, *JKVisual*) on development of websites, multimedia software and marketing campaigns for cultural and corporate institutions. My clients included *Astral Media*, *Fido*, *Volkswagen*, *Discovery Channel*, *Bell*, *Reitmans*, *Formula 1*, *Bombradier*, *Just For Laughs Festival* and *Musee d'art contemporain de Montreal*.

Most recently I have been consulting for large corporate clients and innovative startups. I developed prototypes of next generation mobile applications for *Ericsson R&D*, designed social data monitoring software for *Nexalogy* *Envionics* and helped develop interfaces to financial trading systems for *Morgan Stanley*. I also worked on number of data visualization projects at *Datacratic* creating experimental interfaces to Big Data.

See www.linkedin.com/in/pixelbox and www.pixelbox.com for more details on my past and current projects.

TECHNICAL SKILLS

JavaScript, D3, WebGL, ThreeJS, Raphael, SVG, Processing, Canvas, ActionScript, NodeJS, Angular, jQuery, MEAN, Heroku, Java, Python, C++, PHP, MySQL, MongoDB, Bootstrap, Foundation, HTML, CSS, XML, JSON, REST, Electron, PhoneGap, Flash/Flex/AIR, Sketch, Illustrator, Photoshop, InDesign, Balsamiq, Axure, iOS, Android, SVN, Git, UNIX/Linux, Windows, Mac OS X