

Multi-Disciplinary XR Designer Driving Innovation

Blending virtual and tangible worlds through inclusive, interactive storytelling. I design and prototype immersive experiences that merge 3D media, physical spaces, and human-centered interaction — delivering cultural, educational, and social impact.

EXPERIENCE

Studio Co-Owner & Digital Designer

Feb 2021 – Aug 2023

Studio Comrades, Rotterdam

- Co-founded an XR design studio collaborating with Rotterdam Municipality and City Archive Rotterdam; projects featured on national TV and exhibited at **Dutch Design Week**, **XR Camp Zagreb**, and **V2_Lab Rotterdam**.
- Led end-to-end XR experience design — from **interaction and narrative design** to prototyping and technical implementation — across VR, AR, and web-based immersive platforms.
- Developed 3D assets in **Blender**, integrated into **Unity**, **Spark AR**, and web-based engines for VR headsets, iOS, and Android AR.
- Designed accessibility-first VR viewing modes (e.g., YouTube-compatible formats) to broaden audience reach beyond headset users.
- Managed cross-disciplinary collaboration with artists, developers, and cultural institutions; secured artistic residencies for project incubation.
- Created multi-platform storytelling experiences blending 2D/3D media for heritage and educational contexts, reaching 300+ on-site participants for “Rotterdam WW2 Routes” AR project.

Freelance Brand & Digital Designer

Oct 2020 – Present

Remote

- Designed interactive, web-based experiences and digital identities for cultural and small business clients, aligning immersive storytelling with brand strategies.
- Applied XR and spatial design thinking to enhance digital presence and experiential campaigns.
- Built modular design systems adaptable to 2D and 3D contexts, ensuring scalability across physical and digital touchpoints.

EDUCATION

Willem De Kooning Academy, Rotterdam

Sep 2018 – Jul 2022

Bachelor Of Arts In Graphic Design

Google UX Design Certificate • Entrepreneurship, University Of Pennsylvania

2024

TOOLS & SKILLS

Unity • Blender • WebXR engines • Adobe Creative Suite • Notion • Miro • Figma • HTML/CSS • JavaScript • XR Prototyping • 3D Modeling • Narrative Design • 3D Asset Integration • Accessibility (WCAG) • Immersive Interaction Design

LANGUAGES

Polish - Native | English - Fluent | Dutch - Intermediate