ADAM KUCZEK

Concept Artist | Art Director | Visual Development

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PROFESSIONAL SUMMARY

Concept designer and art director with 15+ years in film, games, advertising, cinematics, virtual reality, and key art. One of the first Polish freelance concept artists working internationally in entertainment. Contributed visual development to studio features including Cloud Atlas, Jupiter Ascending, and Disney's The Sword in the Stone, as well as game cinematics, advertising campaigns, VR platforms, and independent productions.

Strengths span characters, environments, vehicles and hardware, matte painting, marketing illustration, and art direction of small-to-mid teams. Comfortable from pitch through production: 2D, 3D, and current AI-assisted pipelines.

CORE SKILLS

Concept Art; Visual Development; Art Direction; Character Design; Environment Design; Vehicle and Mechanical Design; Key Art and Covers; Matte Painting; Storyboards and Animatics; Cinematics; Marketing Art; Brand and Worldbuilding; VR / Interactive Design; VFX Look Development.

Software: Adobe Photoshop; Autodesk Maya; SketchUp; Procreate; 3DVista; Unreal Engine; Unity; Gravity Sketch; KeyShot; DaVinci Resolve; Adobe After Effects; Filmora; Midjourney; Stable Diffusion; Adobe Firefly.

Languages: English (fluent); Polish (native).

SELECTED CREDITS

- Cloud Atlas (2012) — Concept Artist, Anarchos Productions / Warner Bros.
- Jupiter Ascending (2015) — Concept Artist, Warner Bros.
- The Sword in the Stone (upcoming) — Concept Artist, Walt Disney Pictures
- 95ers: Echoes (2013) — Concept art, matte painting, VFX sequences; Best CGI Award, Louisville Fright Night Film Fest (2013)
- Minotaur (2019) — Art Director and Lead Artist, sci-fi adventure game
- CEEK VR (2012 to 2022) — Concept and marketing art, brand identity for a music-based VR platform
- Platige Image (2021) — Freelance Art Director, game cinematics and TV commercials (Dubai Expo 2020, IONOS, LEGO and more)
- Campaigns and spots — for companies like Samsung, Peugeot, Emgality, Canalsat. Contributed to Crackdown E3 2014 trailer and Halo: The Master Chief Collection E3 2014 trailer
- Publications — Ballistic Publishing: Exposé 9, Exposé 11, d'artiste Matte Painting 3, and various magazines

PROFESSIONAL EXPERIENCE

Founder / Concept Artist and Art Director | MetroForm Studio, Warsaw | January 2025 – Present

- Operates a freelance design studio serving film, games, advertising, and interactive clients worldwide.
- Delivers concept art, visual development, and art direction across characters, environments, hardware, and key art.
- Helps to develop original IPs
- Maintains a public Lab of essays and interaction studies on design for robotics and AI-driven companionship systems; this is one strand of the studio, not the sole offering.

Freelance Concept Artist, Matte Painter, and Art Director | AK-ART / independent, Global | January 2010 – March 2024

- One of the first Polish freelance concept artists working on international film productions; early design with production designers and directors on Cloud Atlas in Berlin.

- Designed characters, vehicles, environments, and hardware for features with major studio budgets, including Cloud Atlas and Jupiter Ascending.
- Produced matte paintings and VFX look-development for features, trailers, and commercials.
- Lead / early visual designer for CEEK VR: promotional campaigns, virtual locations, and marketing identity.
- Art direction for a Chinese architectural visualization company in Chengdu, working with local supervisors and artists.
- Created marketing art, covers, and pitch illustrations for games, comics, and campaigns.
- Spoke on concept art at GDC China and ArtBuzz (Poland).
- Selected clients: Walt Disney Pictures, Warner Bros. Pictures, Psyop, Anarchos Productions, Radical Publishing, Digital Tutors, Technicolor Shanghai, Axis Animation, Iconoclast, Digital Frontier, Unit 9, Fraunhofer IOSB, QUByte Interactive, Voyage Media, Titanium Comics, Next Galaxy Media, Cyber-Scan Films.

Art Director | Platige Image, Warsaw | April 2021 – March 2022

- Art directed advertisements and game cinematics for international brands and studios.
- Kept visual look and narrative consistency across hand-drawn animation, pre-rendered cinematics, and virtual-set work.
- Managed remote artist teams; mentored junior and mid-level artists.
- Projects included Dubai Expo 2020, IONOS, and LEGO.

Lead Artist / Art Director | Minotaur — Chainbit | 2013 – 2025

- Led visual development and art direction for an ambitious indie sci-fi adventure game.
- Defined world look, character and environment language, and production art standards for the team.

EDUCATION AND PROFESSIONAL DEVELOPMENT

- Post-graduate studies in Computer Science — AGH University of Science and Technology, Poland
- B.A., English Philology — University of Silesia, Poland
- Virtual Reality and Augmented Reality — MIT / Emeritus (2024)
- User Experience and Interaction Design for AR/VR/MR/XR — University of Michigan / Coursera
- Generative AI — IBM / Coursera (2023)
- IBM AI Developer Professional Certificate — in progress
- Methods and Application in Human-Robot Interaction — University of Canterbury
- Ethical Considerations in Robotics and Automation — Cambridge Open Academy
- Ethics in the Age of AI Specialization — LearnQuest

AWARDS AND PUBLICATIONS

- Best CGI Award (shared), Louisville Fright Night Film Fest, 2013 — 95ers: Time Runners
- Artwork featured in Ballistic Publishing: Exposé 9, Exposé 11, d'artiste Matte Painting 3

SELECTED TESTIMONIALS

"Adam is an extremely talented artist and a consummate professional." — Mark Kratter, Emergence Entertainment

"Skilled in a wide range of traditional and digital painting, compositing, and 3D visual effects work… everything was completed on time and with panache." — Tom Durham, Martian Studios

"Solid understanding of composition in both realistic and painterly styles. World-class in matte painting and concept art." — Juan C. García, Reallifefilm International