

# ADAM KUCZEK

## Concept Design · Art Direction · Artificial Companion Systems

Visual Storytelling · Embodied AI · Emotional Interaction Design

<https://www.metroform.studio>

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Concept designer and art director with 15+ years of experience across **film, games, interactive media, and artificial companion design**.

Specializes in **artificial companions and gynoids**, combining **visual design, behavioral and personality architecture, and emotional interaction logic**.

Designs systems and characters that function both as **real-world companion concepts** and as **narrative or entertainment properties**, with emphasis on emotional predictability, long-term coherence, and responsible interaction.

### CORE EXPERTISE

#### Design & Storytelling

- Concept Design & Visual Development
- Character & Gynoid Design
- Art Direction (Film, Games, Interactive Media)
- Visual Storytelling & Worldbuilding

#### Systems & Interaction

- Behavioral & Personality Architecture
- Emotional Interaction Design
- Narrative & Relationship Progression Systems
- Human–AI Emotional Interaction (Adult Contexts)
- Ethical Framing of Artificial Companionship

### Professional Experience

**Lead Designer | Founder** *MetroForm Studio* | Warsaw, Poland Jan 2025 - Present

- Designs behavior and personality architecture frameworks for AI companions and embodied interaction systems
- Develops original character-driven concepts combining **visual design, behavior, and narrative**

- Produces pitch-ready concept art, systems diagrams, and written explorations
- Publishes essays on artificial intimacy and emotional interaction design

**Senior Concept & Industrial Designer** *Freelance / AK-ART | Global / Remote Jan 2010 - Mar 2024*

Delivered high-impact design solutions for premier global clients in entertainment, advertising, and technology, including **Disney Pictures, Warner Bros., Samsung, Technicolor Shanghai, and CEEK VR.**

- Functioned as a concept designer on feature film projects with budgets exceeding \$200 (“Cloud Atlas”, “Jupiter Ascending” and more), designing pivotal characters, vehicles, and environments that defined on-screen worlds.
- Engineered and executed complex mechanical and futuristic system designs for feature films, establishing a strong foundation in believable, functional hardware aesthetics now applied to robotics.

**Art Director** *Platige Image | Warsaw, Poland Apr 2021 - Mar 2022*

Directed creative teams to deliver award-winning game cinematics and TV commercials for top-tier international gaming studios and brands, including **Dubai Expo 2020, Ionos** and **LEGO.**

- Elevated the visual quality and narrative consistency across multiple high-stakes projects, ensuring alignment with client vision and brand standards.
- Mentored a team of junior and mid-level artists, improving team efficiency and skill-sets through targeted training and feedback.

**Certifications & Education**

- **IBM AI Developer Professional Certificate** (in progress)
- **Methods and Application in Human-Robot Interaction** (by University of Canterbury)
- **Ethical Considerations in Robotics & Automation** (by Cambridge Open Academy)
- **Virtual Reality and Augmented Reality** (by MIT / Emeritus)
- **Ethics in the Age of AI Specialization** (by LearnQuest)
- *BA, English Philology, University of Silesia, Poland*
- *Post-Graduate Studies in Computer Science, AGH, Poland*