



# IGOR HALICKI

## GRAPHIC DESIGNER

I am a Brussels-based graphic designer and visual artist thrilled by merging graphics with programming languages for immersive multimedia content. Through my practice, I have gathered experience of working in design teams for web and print content, as well as live motion graphics. My background in performing arts provides me with a unique skillset and approach towards graphics and design.

## EXPERIENCE

### FLEISHMANHILLARD EU

*Graphic Design Intern | September 2023 - February 2024*

- Graphic design for various clients and internal initiatives
- Print and digital content for SoMe and poster campaigns
- Infographics and animations
- Photo- and videography and editing

### HAMLETSCENEN

*Juliet's birthday bash | March 2023*

- A set of light installations for theatre performance

### COPENHAGEN LIGHT FESTIVAL

*hook-Up, Living BLOX | February 2023, February 2019*

- Generative motion graphics representing different regions of the world
- Data-based responsiveness of the graphics behaviour
- Digitally processed video projections

### COPENHAGEN INTERNATIONAL ARTS COLLECTIVE

*Aurelia's Waltz | November 2022*

- Audio-reactive generative motion graphics for contemporary ballet

### DOWN THE RABBIT HOLE THEATRE

*Berghain | September 2022*

- Audio-reactive generative motion graphics for theatre performance

## ACADEMIC BACKGROUND & COURSES

### KREATIVSTORM

*July - August 2023 - Graphic Design Course*

### AALBORG UNIVERSITY IN COPENHAGEN (DK)

*2018 - 2020 MSC Lighting Designer*

*2019 Internship at Den Danske Scenekunstscole*

## PROFESSIONAL SKILLS

- *digital and traditional illustration (Adobe Photoshop, Illustrator, InDesign; Procreate and analogue techniques)*
- *animation & GIFS (frame-by-frame, After Effects, Premiere Pro)*
- *generative motion graphics and interaction design (Touch Designer, Processing3, Kinect, Max8)*
- *analog and digital photography*
- *familiar with 3D modelling, visualization and rendering software (Unreal Engine 4, V-Ray, 3dsMax, Revit, Blender)*

## SOFT SKILLS

- *working well under time pressure*
- *team worker experienced in communicating creative concepts with mood boards and sketches*
- *communication between creative and technical departments*
- *creative problem solving*
- *motivated and committed*

## LANGUAGES

- *English (professional)*
- *Polish (native)*

## CONTACT

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