

Paweł Słabiak

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PERSONAL PROFILE

A visionary, ambitious and highly motivated person with creative power of doing new things. Having business development experience and excellent teamwork in all group sizes, I am respected and beloved as a teacher and designer by colleagues, co-workers and students. I am trying to share my knowledge on my youtube channel for polish community.

CAREER & ACHIEVEMENTS TO DATE



KEY ACHIEVEMENTS

1. During my work in CEZ I became a teamleader for a group of 5 designers. I had to organize work in my group but also coordinate progress with others. I have learned that design system is only the first step in cooperative work in a larger team (more than 15 designers) in order to keep consistent experience and look and feel between projects in larger organisation.
2. As a Boeing employee, I have created UI&UX system for turnarounds at airports. I was a part of team who was prototyping futuristic cockpits for aircrafts as well. I prepared holistic solutions for multiple types of devices, for example smartwatches, mobile, pc, and huge tv screens
3. I was responsible for creating UI&UX design in FinoTech startups / software houses: Geeksoft.pl and Binotech.com. These companies are focused on cryptocurrencies.
4. Co-founded Chicken in the Corn for creating indie games. My responsibility was creating graphics and animations assets for adventure game - 1HEART. It has sold over 15000 (digital) and 1500 (box) copies. Additionally I was creating graphics, animations, code (C# - Unity), gameplay and story for RTS game Soviet City.
5. I am able to draw quickly and impressively by hand or on a tablet, even upside down. I have taught and prepared over 400 students to study in art academy and architecture school during 5 last years. (created more than 1500 drawings/ideas/concepts every year).

FORMAL EDUCATION

Faculty of Architecture: Warsaw University of Technology