

Contact

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Top Skills

3D Animation

Blender

Adobe Creative Suite

Visual Storytelling

Languages

Polish

English

Andrzej Saferna

Senior 3D Artist & Motion Designer | Graphic Design & Branding Specialist | Visual Storytelling Expert

Warsaw, Mazowieckie, Poland

Summary

I am a Senior 3D Artist and Motion Graphic Designer with over 15 years of experience in visual design, animation, and branding.

I specialize in creating high-quality 3D visuals, animations, and interactive solutions for games, advertising, and product design.

Throughout my career, I have delivered hundreds of projects for agencies, production studios, and independent clients – including interactive presentations for the Polish Parliament, game assets for *Source of Wisdom*, and the launch of the consumer product MUG HUG.

I combine strong artistic skills with technical expertise in Blender, Adobe Creative Suite, and modern web and UX tools. I excel at managing projects from concept to execution, collaborating effectively with clients and teams, and delivering solutions that engage audiences and communicate stories visually.

Top strengths: 3D Modeling, Motion Graphics, 3D Animation, Graphic Design, Branding, UX/UI Design, Project Management, Collaboration, Fast-paced Delivery, Blender & Adobe Creative Suite.

Experience

Whitesand Events

3D Visualizer

January 2019 - Present (6 years 9 months)

Warszawa i okolice

- Produced high-quality 3D visualizations of event venues for client presentations under tight deadlines.
- Delivered visuals that effectively communicated design intent to stakeholders and event organizers.
- Applied strong artistic skills and technical expertise in Blender, 3D modeling, and interior design.

MUG HUG

Industrial Designer, Founder

September 2015 - Present (10 years 1 month)

Warsaw, Mazowieckie, Poland

- Designed and developed an original consumer product (MUG HUG cup holder), from concept to production.
- Created full brand identity, managed e-commerce website, and sold over 1,000 units.
- Oversaw the entire production pipeline, including CNC machining, finishing, packaging, and logistics.

Profit Network Sp. z o.o.

3D Generalist

April 2024 - February 2025 (11 months)

Warsaw, Mazowieckie, Poland

- Designed and developed all aspects of 3D game assets, including modeling, texturing, rigging, and animation, for the game Source of Wisdom.
- Created 2D menu layouts and motion graphics to enhance user experience and visual storytelling.
- Collaborated remotely with developers and artists to ensure consistency and quality of game art.

Framky

3D Graphic Designer, 3d animator

March 2022 - December 2023 (1 year 10 months)

Warsaw, Mazowieckie, Poland

- Designed and animated 3D product visualizations and promotional content for e-commerce and marketing campaigns.
- Delivered interactive designs and front-end elements using React.js, GatsbyJS, and Shopify.
- Combined technical proficiency (Blender, Adobe Creative Suite, Figma) with UX principles to deliver visually engaging solutions.

Dobra Forma Grafika i Animacja

Co-Founder, graphic designer, 3d artist, frontend developer

April 2013 - August 2019 (6 years 5 months)

Warsaw, Mazowieckie, Poland

- Co-founded a creative agency delivering graphic design, branding, websites, and 2D/3D animation.

- Produced 400+ short 3D animations for an interactive application, broadcast TV ads, and design shows.
- Designed UX/UI and brand identity for Poland's first online court platform.
- Delivered interactive multimedia presentations for the Polish Parliament and corporate clients.

ARS Communication sp. z o.o

Graphic Designer

August 2011 - June 2013 (1 year 11 months)

- Delivered 3D visualizations, prepress, and graphic design for large-scale national events (e.g., National Stadium opening, Euro 2012 fan zone).
- Created event branding, visual communication materials, and digital assets.
- Provided fast, precise visual content in a high-pressure event environment.

Hergon s.c.

Graphic Designer

November 2009 - April 2011 (1 year 6 months)

- Managed customer service and design tasks for a digital printing house and art supply store.
- Designed marketing and print materials, ensuring high quality and timely delivery.

Fotomorgana F/X Studio

Photographer, Graphic Designer

March 2008 - July 2009 (1 year 5 months)

- Produced photography, video content, and graphic materials for commercial and event clients.
- Gained first professional experience in visual content creation, editing, and production.

Education

Akademia Sztuk Pięknych w Warszawie

Master of Arts - MA, Industrial and Product Design · (2016 - 2018)

Polish-Japanese Academy of Information Technology

Licentiate degree, Interior Architecture · (2012 - 2016)