

ROBERT STASZ

VFX/ANIMATION/CGI
PRODUCER




ABOUT ME


Experienced producer with expertise in visual effects and animation. Skilled in leading teams, optimizing workflows, and delivering high-quality results on time and budget. Known for adaptability and a collaborative mindset.

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 filmpolski.pl
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EDUCATION

2002 — 2006
Organisation of Film and Television Production
University of Silesia in Katowice, Poland
MASTER'S DEGREE

2000 — 2002
Film and Television Production Management
Academy of Film and Television
in Warsaw, Poland

AFFILIATIONS

Active member of the
Visual Effects Society (VES)

Scrum Alliance
Certified ScrumMaster®
Certified Scrum ProductOwner®



WORK EXPERIENCE

VFX & CGI Producer | freelance

Jun 2024 — Present

Producing a hybrid live-action and animation feature for an independent studio. Advising on technical solutions to meet creative goals, selecting vendors, and assigning work. Negotiating terms, budgets, and schedules while coordinating between the core project team and vendors. Organizing reviews and ensuring smooth communication across all production phases.

Senior Producer | PLATIGE IMAGE

Jan 2019 — May 2024

Managed end-to-end production for high-end CG animations, including stylized cartoons and photorealistic cinematics. Oversaw bidding, planning, resource allocation, and risk management while ensuring quality within deadlines and budgets. Collaborated with Directors, CG Supervisors, and Art Directors on creative vision and mentored junior producers. Recruited specialized talent and managed outsourcing partnerships. Produced visual effects for two feature films, coordinating with vendors and teams for exceptional results.

VFX Producer | DI FACTORY

Feb 2017 — Jan 2019

Produced VFX for feature films and TV series, working with VFX Supervisors and clients from early development to final delivery. Prepared breakdowns, bids, budgets, and schedules while ensuring creative goals were met within constraints. Supervised shots and assets, tracked progress, and managed artist workflows. Supported challenging shoots to ensure seamless execution of visual effects.

Postproducer | LUNAPARK MOTION ARTS COLLECTIVE

Nov 2015 — Feb 2017

Led post-production for advertising projects across image and sound for leading global and Polish brands. Collaborated with CG Supervisors to deliver high-quality results for prominent agencies.

Postproducer | STAGE2

Mar 2012 — Nov 2015

Managed post-production for commercials, music videos, documentaries, and short films. Developed workflows for TV series post-production, delivering on time and within budget.

Producer | BADI BADI FX STUDIO

Jan 2007 — Mar 2012

Produced CG content for ads, animated series, and feature films. Contributed to developing the studio's first intellectual property, Agi Bagi, and supervised VFX for three feature films. Coordinated small second unit shoots as needed.

Non-standard Projects Specialist | GRUPA o2

Jul 2006 — Dec 2006

Developed custom creative concepts in collaboration with the sales department for one of Poland's largest web portals and online platforms.

SKILLS

Professional Expertise

- In-depth knowledge of digital post-production processes
- Strong understanding of 3D animation workflows
- Exceptional organizational talent and focus on quality
- Proficient in project management and production tracking
- Well-developed visual aesthetic judgment
- Exceptional attention to detail
- Team-oriented with a high sense of responsibility

Technical Proficiency

- **Operating Systems:** Mac OSX (preferred), Windows, basic Linux Shell
- **Software:** Office tools (GSuite, Microsoft Office), Shotgun, Filemaker Pro, Smartsheet, basic knowledge of Foundry's Nuke and Photoshop, among others
- **Languages:** Native Polish, advanced English
- **Additional:** Valid driving license (Category B)

HOBBIES AND INTERESTS

- Video Games: Lifelong aficionado, passionate about the medium from an early age
- Photography: Devoted photographer with a keen eye for captivating frames
- Music: Enthusiastic amateur bassist, enjoying creative sessions with friends
- Family: Proud father, cherishing quality time with my daughter

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).

ANIMATION

2024 Call of Duty: Black Ops 6 CG Producer | Platige Liberty Falls Cinematic

Publisher: Activision | Developer: Treyarch
Dir.: Tomek Suwalski / Art Dir.: Karol Klonowski
CG Sup. Miłosz Cieślowski-Ryczko
https://youtu.be/l_1iUqlpHwI?si=a-rFRK1h20ER2Wkg

2024 Call of Duty: Black Ops 6 CG Producer | Platige Zombies Terminus Cinematic Trailer

Publisher: Activision | Developer: Treyarch
Dir.: Tomek Suwalski / Art Dir.: Wojciech Fikus / CG Sup. Konrad Kiełczykowski
<https://youtu.be/6Z0Ni2lIqzw?si=BSqj8ogpjsW7I7P>

2024 Call of Duty: Black Ops 6 CG Producer | Platige

Publisher: Activision | Developer: Raven
Dir.: Tomek Suwalski / Art Dir.: Jakub Jabłoński / CG Sup. Konrad Kiełczykowski

2023 Call of Duty: Modern Warfare III CG Producer | Platige Submarine, Missiles, Enroute, Hijack, Airstrip

Publisher: Activision | Developer: Sledgehammer / Infinity Ward
Dir.: Tomek Suwalski / Art Dir.: Adrian Bajusz, Andrzej Dybowski, Agnieszka Nieroda / CG Sup.: Tomasz Sawiński / Miłosz Cieślowski-Ryczko
A series of pre-rendered in-game cinematics driving the single player campaign of Activision's blockbuster CoD MWIII.
<https://www.youtube.com/watch?v=DZNSOEVTok>

2023 Fairgame\$ CGI Reveal Trailer CG Producer | Platige

Publisher: Sony | Developer: Haven
Dir.: Bartek Kik / Art Dir.: Jakub Jabłoński / CG Sup. Hubert Zegardło
<https://www.youtube.com/watch?v=I1jp4K02L1I>

2022 Call of Duty: Vanguard & Warzone CG Producer | Platige Operation Monarch (feat. Godzilla vs Kong)

Publisher: Activision | Developer: Sledgehammer
Dir.: Tomek Suwalski / Art Dir.: Karol Klonowski / CG Sup.: Hubert Zegardło
KTR Golden Sword in VFX category / KTR Silver Sword in Post-Production Excellence category / Bronze Sword in Animation category
https://www.youtube.com/watch?v=V_vNYs_Be0k

FILMOGRAPHY

2025 A WINTER'S JOURNEY currently in post-production

dir. Alex Helfrecht / prod. Oiffy Post-production Supervisor
live action with CG and painted animation VFX Producer

2022 ORZEŁ. OSTATNI PATROL VFX Producer | Platige

dir. Jacek Bławut / prod. Aura Films
approx. 100 VFX shots

2020 Mosquito State VFX Producer | Platige

dir. Filip Jan Rymśa
approx. 150 VFX shots

2020 Czarny Młyn VFX Producer | Platige

dir. Mariusz Palej

2019 CIEMNO, PRAWIE NOC VFX Producer | DIF

dir. Borys Lankosz / Prod. Aurum Film
several dozen shots

2019 SAFE INSIDE VFX Coordinator | DIF

dir. Renata Gabryjelska / Prod. Gremi Film Production
several dozen shots

2019 THE OCCUPATION VFX Producer | DIF

dir. Steven Oritt / Graphic Design Coordinator

2018 1983 (REQUIEM) VFX Producer | DIF

dir. Agnieszka Holland, Kasia Adamik, Olga Chajdas, Agnieszka Smoczyńska
prod. The Kennedy/Marshall Company, The House Media Company, NETFILX
approx. 150 VFX shots

2018 ZASADA PRZYJEMNOŚCI VFX Producer | DIF

dir. Dariusz Jabłoński / Prod. Apple Film Production, CANAL+
approx. 100 VFX shots

2018 I'II FIND YOU / MUSIC WAR & LOVE VFX Producer | DIF

dir. Martha Coolidge / prod. Horus
approx. 200 VFX shots

2018 ROJST VFX Producer | DIF

dir. Jan Holoubek / prod. SF KADR, SHOWMAX
104 VFX shots

2018 JULIUSZ VFX Producer | DIF

dir. Aleksander Pietrzak / prod. Gigant Films
58 VFX shots

2018 ZIMNA WOJNA (COLD WAR) VFX Producer | DIF

dir. Paweł Pawlikowski / prod. Opus Film
Best Director at Cannes Film Festival
87 VFX shots

2022 Call of Duty: Vanguard & Warzone CG Producer | Platige Warzone Season Three 'Classified Arms'

Publisher: Activision | Developer: Sledgehammer
Dir.: Tomek Suwalski / Art Dir.: Karol Klonowski / CG Sup.: Hubert Zegardło
<https://www.youtube.com/watch?v=62JHuVNxqtg>

2022 Call of Duty: Vanguard & Warzone CG Producer | Platige Season Two Cinematic

Publisher: Activision | Developer: Sledgehammer
Dir.: Tomek Suwalski / Art Dir.: Kamil Murzyn / CG Sup.: Tomasz Sawiński
<https://www.youtube.com/watch?v=P9gp8t2QJWg>

2021 SK-II STUDIO: 'VS Pressure' CG Producer | Platige featuring Kasumi Ishikawa

Agency: WPP Grey London / Grey Tokyo / Grey Singapore
Dir.: Damian Nenow / Art Dir.: Kamil Murzyn / CG Sup.: Konrad Kiełczykowski
KTR Bronze Sword in Animation category
<https://www.youtube.com/watch?v=nLvUm2eJ6cQ>

2021 Dying Light 2: Stay Human CG Producer | Platige Cinematic Trailer

Publisher: Techland | Developer: Techland
Dir.: Tomek Suwalski / Art Dir.: Jakub Jabłoński / CG Sup.: Wojciech Idzi
Silver Drum Award in Best Animation, Silver Award in Animation at Epica Awards, Bronze in Film & Audio Craft – animation, VFX, CGI and 3D at ADCE / KTR Silver Sword Use of Licensed/Adapted Music / KTR Bronze Sword in Animation
<https://www.youtube.com/watch?v=68bZ1LKKh7Q>

2021 Call of Duty: Black Ops Cold War & Warzone Season Two Cinematic CG Producer | Platige

Publisher: Activision | Developer: Treyarch
Dir.: Damian Nenow / Art Dir.: Jakub Jabłoński / CG Sup.: Konrad Kiełczykowski
KTR Bronze Sword in Animation category
<https://www.youtube.com/watch?v=JzOrZVpuJH8>

2019 Rainbow Six Quarantine CG Producer | Platige E3 2019 Teaser Trailer

Publisher: Ubisoft Entertainment | Developer: Ubisoft Montreal
Dir.: Jakub Jabłoński / Art Dir.: Jakub Jabłoński / CG Sup.: Bartek Skrzypiec
<https://www.youtube.com/watch?v=qh6-U87SAtm>

2018 VSECHNO BUDE (WINTER FLIES) VFX Producer | DIF

dir. Olmo Omerzu / prod. Koskino
82 VFX shots

2017 LISTY DO M 3 Post-production Coordinator | DIF

dir. Tomasz Konecki / prod. TVN

2017 ATAK PANIKI Post-production Coordinator | DIF

dir. Paweł Maślona / prod. Akson Studio
32 VFX shots

2017 WATAHA S02 Post-production Coordinator | DIF

dir. Jan P. Matuszyński, Kasia Adamik / prod. HBO Polska

2015 SKAZANE Post-production Supervisor | Stage2

dir. Łukasz Jaworski / prod. Aktiv Media

2015 THE POOL (Basen) Post-production Coordinator | Stage2

dir. Krzysztof Pawłowski / prod. Studio Munka, SFP

2014 INHERENT NOISE Associate Producer | Stage2

dir. Karol Jurga / prod. Highway Production

2013 IDA VFX Producer | Stage2

dir. Paweł Pawlikowski / prod. Opus Film
2015 OSCAR Academy Award for Best Foreign Language Film

2012 EL SUENO Post-production Supervisor | Stage 2

dir. Kuba Łubniewski / prod. FBI

2012 AGI BAGI PROMO Tasty Fruit Coordinator | Badi Badi

dir. Tomasz Niedzwiedz / prod. Badi Badi
3 min animation 3D + 10 min animation 3D and 2D

2011 POKAŻ KOTKU CO MASZ W ŚRODKU Post-production

dir. Stawomir Kryński / prod. Avocado TV Supervisor | Badi Badi
11 effect scenes – photoreal 3D turkey animation

2011 LOS NUMEROS postproduction coordinator

dir. Ryszard Zatorski / prod. TVN
20 effect scenes

2009 JANOSIK. PRAWDZIWA HISTORIA Post-production

dir. Agnieszka Holland, Kasia Adamik Supervisor | Badi Badi
/ prod. Apple Film Production

2005 WSZYSTKO WEDŁUG PLANU Location scout

dir. Tadeusz Śliwa / WRITV

2004 MYŚLAŁEM O NAS Production Coordinator

dir. Antek Nykowski / WRITV