MAGDA ĆWIEK

Passionate and driven MA Illustration and BA Media graduate with experience in social media management, digital illustration and administrative work; fan of all things immersive, critical thinker, always keen to try new things.

Mobile

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www.mcwiek.cargo.site

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Storygraph: candleniights

cwiek-magda@o2.pl

EH7

SKILLS AND ABILITIES

- creative thinking and an eye for visual aesthetics,
- · meticulous and detail-oriented,
- quick and keen learner,
- · team player,
- customer assistance

TECHNICAL SKILLS

- Clip Studio Paint,
- Adobe Photoshop, Illustrator, Premiere Pro,
- · Microsoft Office Suite,
- Google Suite,
- content development for social media,
- · copywriting,
- audio transcription

LANGUAGES

- · Polish (native),
- English (fluent),
- Spanish (intermediate)

WORK EXPERIENCE

Social Media Manager

Higgsone | Jan 2021 - Aug 2022

Social media content creation and management, administrative work, pitch deck building, website graphics and copywriting.

Junior Production Assistant

Five Story House | Mar 2022 - Aug 2022

PA on *The Red Shift* - a narrative podcast tie-in to the blockchain game *Colonize Mars*. Copywriting for episode releases, audio transcription, audience engagement, visual assets.

Design Intern

Huge Inc | Nov 2022 - Dec 2022

Illustration, copy and design for internal company assets, sketch-to-vector conversion for future animation on a client project for Google.

Front Office Assistant

Camp Robin Hood NH, USA | Jun 2023 - Aug 2023

Administrative work, communication with clients, scheduling, interdepartamental communication.

Freelance illustrator and Etsy seller

various clients | 2019 - current

Notable projects:

- ecology-themed murals for a local library shortlisted and financed by the BOŚ Foundation (Fundacja BOŚ) in 2023 and 2024,
- illustration used to advertise the 2024 ECA Graduate Show at the University of Edinburgh,
- a series of postcard designs for the QED Conference to be included in attendee merchandise packets.

EDUCATION

University of Brighton

First Class BA (Hons) Media, Industry and Innovation 2019 - 2022

Example study modules

- Understanding Audiences Theory and Context,
- · Creative Industries and Promotional Cultures,
- · Business, Creative/Digital Design and Innovation,
- Media Project Management.

Final research project: Alternate Reality Games and their viability as a marketing technique by smaller-scale companies.

University of Edinburgh

MA Illustration 2023 - Aug 2024

Notable projects

- editorial illustrations to be published in *Insight* 2024, magazine published by the Children in Scotland charity,
- original children's picturebook on the importance of communication, parties, and robots.