

Piotr Koźniewski Resumé

piotr@kozniowski.pl
+48 506 348 418

Creative Producer
Managing Director
AR/VR/3D Expert
Innovator

Competences

Product design and holistic creative management.
Innovative products for mobile, Augmented and Virtual Reality platforms.
Passionate about conceptualisation, problem solving and refined solutions.
Excellent grasp of UI/UX in immersive 3D environments.

Inexhaustible source of innovative ideas and clever concepts grounded in spatial constructs, involving high degree of immersion and interactivity.

Creative Leadership, Team Building.

Key Achievements

- 2021 Created a VR Drawing class at the Magdalena Abakanowicz University Of Art in Poznań. First ever VR design classes, supported by an original and unique implementation an Educational Programme based on Gravity Sketch VR app.
- 2020 Produced a game - Thief Simulator VR, ported for the Oculus Quest platform.
- 2019 Created and produced a 360VR services - directly managed a complex production and post-production of 360° 3D photography. Implemented first ever VR marketing tool for the Mercedes Benz company (Actros), for VW Group, for the Polish Parliament and for the largest energy provider in Poland.
- 2018 Co-designed and produced a highly advanced AR and VR interior design solution - DESIGN3R, for the investor - a large furniture company.
- 2017 Provided expert consultation for the first implementation of HoloLens Mixed Reality solutions in the most advanced car factory in Europe - VW in Września.
- 2015 Beneficiary of a closed program for developers of a new AR hardware platform - Tango, created by Google.
- 2014 Co-founded and coordinated the production of an indoor shopping mall navigation system in the world renowned mall of Stary Browar, Poznań - WAYFIND3R.
- 2014 Co-created and coordinated the production of the first AR/3D application in Poland for the existing school textbooks of the Nowa Era publishing house, for History and Natural Sciences books.
- 2013 Authored the chapter on Augmented Reality for the E-MARKETING publication issued by PWN, originator of the AR/3D mobile application which is an official addition to this publication.
- 2013 Co-created and produced the highly acclaimed and awarded, first educational AR/3D mobile app in Poland - advanced scale model of a medieval stronghold of the Cathedral in Gniezno.
- 2012 Created and produced the AR/3D game 3ILLIARDS, which was the first ever game promoted during the launch and first official video presentation of Qualcomm's Vuforia, at the world premiere on CES2013.
- 2012 Co-created and produced an advanced 3D/AR mobile app for the grand opening of the new HQ of Museum of Modern Art in Warsaw - vanguard, interactive layer for major part of the main exhibition.
- 2011 Co-designed and produced an award winning interactive AR booth for Poland at the ITB Fairs in Berlin, promoting Poland as the host of EURO 2012.
- Since 2011 Frequently invited to international conferences as a speaker on the subject of Augmented Reality and mobile 3D applications.
- 2010 Started one of the best teams in the field of mobile and immersive 3D apps in Poland with a line-up of pioneering ideas.

Professional Experience

- 2022 – present
VR Inkubator
Fałkowo, Poland. VR Expert / Trainer;
Creative Consultant.
- 2021 – present
Magdalena Abakanowicz University of Art
Poznań, Poland. Founder of 3D VR
Painting and Drawing
Laboratory;
Producer and Curator
of VR Exhibitions.
- 2021 – present
Kozniowski.pl
Poznań, Poland. Founder;
Creative and Managing
Director.
- 2021 – present
Mamy.link
Poznań, Poland. Co-founder;
Product Developer;
3D Expert.
- 2021 – 2022
Bluekey Games
Poznań, Poland. Business Manager;
Creative Producer.
- 2013 – 2022
3R Studio Mobile sp. z o.o.
Poznań, Poland. Co-founder; CEO;
Creative Director.
- 2010 – 2013
3R Studio sp. z o.o.
Poznań, Poland. Co-founder;
Member of the Board.

Education

10.2003 - 10.2008
The Chemistry Department of Adam Mickiewicz University. Poznań, Poland.

Master of Science in Chemistry;
Specialization - Bioorganic Chemistry.
Polish Academy of Sciences.

Research and master thesis published and available at:
<https://www.ncbi.nlm.nih.gov/pubmed/18980256>

09.1998 - 06.2003
Chemical School Complex. Poznań, Poland.

Technician of Chemical Process Technology.