



# Catherine Brzezinska

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<https://catbrzezinska.wixsite.com/portfolio>

<https://www.linkedin.com/in/catherine-brzezinska/>

Game Artist  
Based in Munster  
Ireland

## Software / Technical Skills:

Blender	Excel
Figma	Houdini
Jira	Maya
MotionBuilder	Photoshop
Premiere Pro	Powerpoint
Revit	Substance Painter
Unity	ZBrush

## Achievements:

2021 - 2022: Engaged in ESports competitions as a member of my college team, achieving a top 4 position in the Legion Collegiate leaderboard.

2019: Completed a stop motion animation course at TUS.

2017, 2018, and 2019: Participated in game design courses.

2018: Obtained ECDL certification.

Earned numerous dance titles and trophies individually and as part of teams, spanning from ages 4 to 17.

## Interests:

Concepting characters through digital drawing.

Skilled in traditional painting.

Enjoy playing multiple video game genres, including FPS and MOBA.

Passionate about video game development and design.

Enthusiastic about travelling and sightseeing.

Bilingual in both Polish and English.

## References:

John Hannafin : Lecturer,  
TUS, Clonmel  
[john.hannafin@tus.ie](mailto:john.hannafin@tus.ie)

PJ Murphy : Supervisor,  
Boston Scientific, Clonmel  
[pj.murphy@bsci.ie](mailto:pj.murphy@bsci.ie)  
+(353) 52 618 1259

## Personal Profile:

Specialising in stylised 3D character and object/ asset development. Proficient in 3D modelling, texturing, and rigging. Focused and engaged in a collaborative setting, ready to bring your project to life.

## Education:

October 2020 - May 2024 | First Class Honours H1  
BSc (Hons) Game Art and Design — Clonmel, Tipperary  
Technological University of The Shannon (LSAD),

A program focusing on the creation of high-quality game content, including designing game levels and comprehensive UI whilst mastering industry-leading content creation tools, and game engines.

**Projects:** All projects are visible on my website and showreel.

September 2023 - May 2024 TUS 4<sup>th</sup> Year | Solo Project  
CYBER-SOUND FUTURE RUSH! — Programmer, Tech/ UI/ Asset Artist.  
Developed an early 2000s-inspired skating platformer, intricately designed with engaging interactive mechanics and a narrative-driven experience. Successfully completed as a 30-credit module.

September 2022 - December 2022 TUS 3<sup>rd</sup> Year | Solo Project  
Barista Simulator — Director, Programmer, Asset Artist.  
VR assignment showcasing an understanding of requirements when developing for the Oculus Quest 2 and using its features in new and immersive ways.

January 2022 - May 2022 TUS and StoryToys | Team Project  
Spimbly Zoo - Unhinged Studios — Programmer, Prototyper.  
Collaborated with StoryToys to create a mobile app focused on accessibility. Designed a zoo builder and animal nurturing simulator featuring educational puzzles and parental controls.

September 2021 - May 2022 TUS 2<sup>nd</sup> Year | Solo Project  
Five Point Strike — Director, Programmer, UI/ Asset Artist, Animator.  
Designed and executed a platformer video game based on Metroidvanias, showcasing fundamental mechanics alongside unique, self-programmed features.

## Work Experience:

Automation Engineer | MSD, Tipperary. October 2024 - Present  
Demonstrating the ability to deliver precise, high-fidelity work under deadlines. Ensuring adherence with standards, following business processes in the execution and support of automation systems. Working collaboratively to drive a safe and compliant culture.

Product Builder | Boston Scientific, Tipperary. July - October 2024  
Contributed to assembly on the sterile pack line, ensuring reliability and quality of pacemakers and defibrillators. Followed strict industry protocols in a regulated cleanroom environment, ensuring product integrity and patient safety.

Creative Dev | Mersus Technologies, Athlone. May - August 2023  
Modelled, textured, and optimised 3D assets. Focused on delivering high-quality, client-specific solutions for an immersive VR training platform.