



Ewa Wojtaszek

Senior Gameplay Animator

I'm a Senior Gameplay Animator with 8,5 year experience including AAA and indie games. I've had the honor of contributing to titles like **Cyberpunk 2077**, **Online**, **Phantom Liberty** expansion pack and the pre-production of **The Witcher 4**, focusing on crafting high-impact combat and gameplay animations that feel as good to play as they look.

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Skills

Keyframe Animation (body mechanics, first and third person, realistic and cartoony style)

Motion Capture (directing the session, processing the data)

Player, NPC, Combat, Weapons, Creatures

Prototyping, Gameplay Design

Maya

Motion Builder

Blender

Unreal Engine

Unity

Rigging

Languages

English (B2)

Polish (native speaker)

Interests

Shuffle dance

Lindy Hop

Watercolors

Somatic Practicies

Mindfulness

Neuroscience

Physics

Work history

Specialist Gameplay Animator

May 2019

CD PROJEKT RED , Wrocław

December 2025

Pre-production of **The Witcher 4**

I worked on NPC's combat animations:

- building combat loop, designing animation style for all the NPCs in combat
- directing motion capture session
- locomotion, combat and pre-combat assets, finisher animations
- cooperation with gameplay designers and artists
- building pipelines, implementation in the engine at a basic level
- Unreal Engine 5, Maya, Motion Builder

Cyberpunk 2077, Phantom Liberty:

- keyframe animation (npc's combat animations, fpp, fps, weapons)
- polishing mocap files, retargeting
- supporting coders and designers on implementation side
- using internal engine

Animator 3D

July 2018

Atomic Jelly S.A., Poznań

April 2019

303 Squadron: Battle of Britain:

- recording and polishing mocap animation (Xbox Kinect)
- some keyframed animation for NPC
- basic implementation in Unreal Engine

Gameplay Animator/Rigger

September 2016

Huckleberry Games S.A., Poznań

June 2018

Edengrad (MMO post-apocalyptic reality simulator)

The Minglers: Pets & Creatures (mobile game)

- animating characters (player, monsters, animals)
- rigging, skinning, blendshapes, adjusting mesh for animation
- Unity, Blender

Education

Bachelor of Arts – BA, Graphic Design

2013

University of Arts in Poznań, Poznań

2016