



JESSICA ELIZABETH GRZECH

DESIGNER

WORK EXPERIENCE

PROFILE

Creative and self-driven designer with dual citizenship (Argentina - Sweden).

I bring 20+ years of experience in design, UX, motion graphics, and post-production across industries including film, gaming, and education. In addition 3D modeling, animation, and various digital design tools.

I excel in leading projects that combine innovation and multi-functionality, always with a user-centric approach.

Fluent in different languages as Swedish, English and Spanish.

I enjoy taking on new challenges and delivering solutions that exceed expectations.

INTERESTS

I am passionate about researching how AI technologies can be developed with the user perspective at the forefront. My interest lies in exploring how human needs and AI systems can collaborate seamlessly, ensuring that digital solutions enhance user experience rather than complicate it. I aim to continue researching how AI can be designed to create intuitive, accessible systems that complement and support human decision-making, with a focus on improving both functionality and usability in real-world applications.

CONTACT

jessica_grzech@hotmail.com

[Website](#) | [LinkedIn](#) | [Vimeo](#) | [IMDB](#)

SAAB Senior UX and Product Development (SW Engineer)

May 2021 – Present

- UX design for simulation projects, specializing in 3D modeling and animation for XR (3DsMax, Unity, Unreal Engine).
- Facilitate workshops and training sessions to promote design system usage.
- Ensure design consistency and usability across platforms and applications. By designing user-friendly interfaces using Adobe Creative Suite, focusing on accessibility and intuitive information architecture.
- Regularly collaborate with cross-functional teams and end-users to gather feedback and refine solutions.

TukTuk Charity Graphic & Motion Designer Feb 2021 – Oct 2021

- Designed visual assets and animations for educational materials in collaboration with the NGO.

Linköping University Laboratory Assistant

Sep 2020

- Assisted students with Adobe software tools in the Digital Media course (TNM088).

iSVT Internship (Master Thesis)

Jan 2020 – Jun 2020

- Developed VR design solutions for educational applications targeting children, improving user experience and interface design.
- Skills used: Problem-solving, virtual space planning, 3D modeling, and rendering.
- [Concept Video](#)

Råsslaskolan & IKSE Norrköping Spanish Teacher (K-9)

Sep 2017 – Aug 2018

Crazy Pictures Previsualization Designer

2016

- Created 3D storyboards in Unreal Engine for the film "Den Blomstertid Nu Kommer." (Sweden)

Malditchroma VFX Nuke Compositor (Remote)

2013 – 2015

- Worked on film projects such as "Fairylend" (Canada) and "Ghosthunters" (Germany). Projects included 3D compositing for feature films.

Yema VFX Nuke Compositor (Remote)

2009 – 2012

- Worked on film projects such as "555" (Argentina) and "Born to Suffer" (Spain). Projects included 3D compositing for feature films.

Animal Logic Stereo Nuke Compositor

2011

- Contributed to the post-production of "Harry Potter and the Deathly Hallows (Part 2)."

Belgrano University Lecturer in Postproduction

Apr 2007 – Dec 2010

- Course Postproduction of the Technology (3rd year - TV, Cinematography and Radio Production)

Cris Morena Group VFX Supervision & Digital Art Coordinator

2009 – 2010

SKILLS

Design Tools: Adobe Creative Suite (XD, Photoshop, Illustrator, After Effects etc), 3DsMax, Blender, Unity, Unreal Engine

Technical Skills: 3D Modeling, Animation, VR Design, UX/UI Design, The Foundry Nuke Compositing

Programming: Basic knowledge in visual programming for games

Languages: English, Swedish, Spanish, Italian

Additional Interests: User-Centric Design, AI Integration, Human-Technology Interaction

- Lanus University** Lecture in Postproduction 2005 – 2006
- Course Post-production of the Technology (3rd year Post-production)
- Buenos Aires University** Laboratory Assistant 2001 – 2006
- Assisted students with 3dsMax, course: Introduction of the 3D animation (3rd year – Sound & Imager Designer)
- Various Studios** Compositor & Media Designer 2000 – 2008
- Worked with companies like El Cronista Comercial, Metrovision and Illusion Studios, providing compositing, editing, and design for films, TV, and advertising campaigns. TV series "Valentina"; "MIDACHI"; "La Maga y el Camino Dorado"
 - Films "BOGGIE, el aceitoso" (Argentina); "Otra película de huevos y un pollo" (Mexico); "Buena vida delivery" (Argentina); "Hoy y Mañana" (Argentina); "Casa Rodante" (Argentina)
 - Publicity Coca Cola 60 años, 7up; Sprite Zero; Sedal Duo; Rexona; Wordship Football 2006, Halls, Cif, Mr Muscle & more.
 - Music Videos for Shakira, Daniela Herrero, Floricienta & Luis Fonsi.

EDUCATION

- Linköping University** M.Sc. Design (Visual Media) Aug 2018 – Jun 2020
- Specialized in 3D printing and AR design.
 - Master's Thesis: Designed a collaborative educational VR playground for children in collaboration with iSVT-Bolibompa.
[Thesis Publication](#)
- Buenos Aires University** M.Sc. Communication Design Theory (No completed Master Thesis. Courses and research field Done) Jan 2003 – Jun 2004
- Buenos Aires University** B.A. Image & Sound Designer Validated in Sweden (2012) Apr 1996 – Oct 2000

COURSES

- YRGO** 3D Blender Oct 2024 – Dec 2024
- Future Games** Game Design (Diploma) Sep 2020 – Dec 2020
- Focused on visual game programming and rapid prototyping in Unreal Engine.
- Malmö University** Digital Comics (Course) Aug 2017 – Jan 2018
- Linköping University** Swedish (Qualifying Course) Aug 2016 – Jul 2017
- Linköping University** Cross Media Production and Contemporary Art (Course) Jan 2016 – Dec 2016
- YRGO** 3D Visualizing Jan 2015 – Dec 2015
- SICA** Researcher Jun 2004 – Dec 2009
- Labs in Science, Art and Technology; social reality & Colour of the Science and Technical issues.
- San Isidro Municipality** Photo-laboratory & Acting (courses) Apr 1993 – Nov 1995

References and additional portfolio available upon request.