

PAULINA PAWLAK

Creative Producer

M: +44 7943261683/ +48 698 908 848

E: paulina.pawlak06@gmail.com



About me

I am an enthusiastic Producer & Project Manager with over 7 years of progressive experience in working across interactive experiences, film and digital production for major networks (Netflix), brands (Meta, BAFTA, EE, Nike, Xbox, H&M, Vodafone) and agencies (BBH, Ogilvy, Havas, AMV). Well versed in every part of the production process from pitch to delivery. I get projects done with efficiency and creative style. An energetic self-starter and team builder able to navigate high-stress situations and achieve goals on time and under budget. A strong link between client, creative, design and technical production. I have been working remotely for the last couple of years managing global teams in all aspect for of integrated production- client communication, design development, supplier pipeline/workflow, shoot/show, post production and delivery. I am passionate about multimedia storytelling and how to utilise this to create memorable unique experiences.

Skillset

First-class time/project management skills and ability to prioritise conflicting tasks

Experience in multimedia storytelling : social media (YouTube, Snapchat and Instagram) and immersive experiences(VR, AR, 360° Video), VFX, multi-platform TV production

Experience in pitching multimedia content, creative R&D and brainstorming: creative proposal production lead - Interpreting a brief, working with creative lead to design concepts.

Location scouting, prop sourcing and overseeing set build and design.

Excellent news judgment, and understanding of story arc and how to build characters and scenes,

Commercial awareness and a good head for figures, Experience developing and managing complex budgets,

Experience in creating, developing and maintaining timelines, budgets and workflows for multiple projects,

Audience Research and targeting, UX &UI

Well versed in digital visual technologies for filming, editing, transmitting and sharing.

Proven track record of work in film postproduction; Ability to follow production methodologies and develop creative approaches to problem-solving,

Ability to work well under pressure and willingness to work hard,

Self-motivation and the ability to motivate others,

Resourcefulness, determination, and persistence, Leadership skills,

Ability to work creatively with archival materials and shoots in the office or at home

Being objective and flexible;

Proficient in using Adobe Creative Suite, Avid, Monday, Float, Slack, Unity, Google apps/ MacOS, Trello, Slack, FTrack,

Recent Experience

PROJECT MANAGER | 10/2021 - Present UNIT9, London, UK

Experience in overseeing the production process, coordinating all production activities and operations, maintaining timelines, planning production schedule, location scouting, prop sourcing and overseeing set build and design, managing all suppliers and project teams. Projects include: [Meta: Thrillboards](#), [Defender x Kano](#), [Nike Future of Fitness](#), [Met Replica](#), [Aston Martin F1: AMR23 Launch](#), [Garena Free Fire: Battle In Style](#), [Gap x Mattel: Barbie's Times Square Takeover](#)

PITCH PRODUCER | 07/2020 - 09/2021 UNIT9 , London, UK & Remote

Experience in pitching multimedia content, creative R&D and brainstorming for digital, experimental, XR production, and immersive experiences (VR, AR, 360° Video), UI / UX app design, social media, multi-platform, Film & TV, interpreting a brief, working with creative lead to design concepts. Projects include: [Xbox Series X: Power Your Dreams](#), [Charmin: Roll Bot](#), [Campari: Fellini Forward AI](#), [Virtual Influencer](#), [One Story Away: The Queen's Gambit](#), [League of Legends: Battle of Baron](#), [Domino's Pizza: Mind Ordering](#), [Lotus Aeroad](#), [Corona: Plastic Reality](#),

Freelance Creative Producer/ Production Manager 2017- Present

[More on LinkedIn](#)

EDUCATION

National Film and Television School | Creative Producing for Digital Platforms, 2019

I've had the opportunity to work on live briefs, pitching new ideas for formats and producing digital content in support of Tate Britain's exhibition William Blake: The Artist; short-form series for Comedy Central; cross-platform campaign (VR documentary, podcast series, and social media marketing) for WaterAid; podcast series for Warner Bros. TV Entertainment; interactive documentary as a part of digital exertion of TV series created by NFTS students, AR game with partnership with NFTS Game design students and branched narrative short form. For my final project I pitched animated VR experience that translated poetry by Nobel Prize awarded poet Wisława Szymborska into immersive language

Central Saint Martins - London | MA, Applied imagination in the creative Industries, 2020

The Culture and Enterprise program providing collaboratively through the interdisciplinary and cultural cross-fertilisation foregrounded in iterative testing, entrepreneurship and stakeholder engagement.

Pearson College London - London | Diploma of Higher Education Compositing for VFX, 2017

The fundamentals of compositing using Nuke, from understanding the VFX pipeline to mastering rotoscoping to integrating the final shot.

Jagiellonian University - Krakow, Poland | Film and New Media Studies, 2016

Film Theory, Critical Theory; Creative Media Production (short films/documentaries, multi-screen installations, a photo exhibition)

LANGUAGES:

English: Bilingual Proficiency

Polish: native

Spanish: Elementary Proficiency

French: Elementary Proficiency

PROFESSIONAL AFFILIATIONS

International documentary association

VR/AR Association

Women in Immersive Tech Europe