

Filip Setmanuk *Curriculum Vitae*

filipsetmanuk.uk

filip.setmanuk@gmail.com

EDUCATION

- 2012 - 16 BA Cum Laude in Man&Communication, Design Academy Eindhoven, *The Netherlands*
attended minors:
Atelier Professional colour, shape and image research. The aim of the course is to develop a personal and intuitive workflow. Creating a narration by the use of colour and shape.
Forum Course focusing on application of different research methods in selected context.
Lab Program dedicated to experimentation and innovation in the technological field.

SELECTED EXPERIENCES & COLLABORATIONS

- Nov - Feb 2015 - 16 Intern, **DIS Magazine**, *Berlin, Germany*
Creating images for advertising purposes; Video editing, Assisting on video shoots; Prototyping variety of materials for the Biennale; Rendering interior exhibition spaces; Supporting the curatorial team on day to day tasks.
- Sep 2015 Assistant, **Shawn Maximo**, *New York City, USA*
Video, image, animation and 3d modelling assistance for the exhibition at the Swiss Institute.
- May - Jul 2015 Freelancer, **Allison Crank's The Reality Theatre**, *Eindhoven, The Netherlands*
Production for 'The Reality Theatre' of Allison Crank.
- Sep - Nov 2015 Researcher, **Creative Industry Scientific Program**, *Eindhoven, The Netherlands*
Researcher for the collaboration with Canon/Océ.
- Sep - Oct 2013 - 14 Contributor, **SNOR Magazine**
Contributor in film, image, writing.
- Jun 2014 Curator, **Onomatopée Gallery**, *Eindhoven, The Netherlands*
Curation for an exhibition opening of Dutch artist,

GROUP EXHIBITIONS

- Oct 2016 Dutch Design Week 2016, *Eindhoven, The Netherlands*
- Jun 2015 Some Things You Can't Download, LantarenVenster, *Rotterdam, The Netherlands*
- Jun 2015 Orange Young Designer Competition #4, *Paris, France*
- Oct 2014 2.5D Printing, Graduation Show 2014, *Eindhoven, The Netherlands*
- Apr 2014 E*Cinema, Eye Film Institute, *Amsterdam, The Netherlands*
- Nov 2013 ManMade Gods & Communication, Baltan Laboratories, *Eindhoven, The Netherlands*

VOLUNTEER

- Apr 2015 Volunteer, STRP Biennial
Coordinating public & performances

SKILLS

Visual Communication; Concept Development; Visual Storytelling; Critical Thinking; Design Research; Speculative Fiction;

SELECTED COMPUTER SKILLS

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|--------------------------|-------------------------------------|
| 3D Modelling / Rendering | Cinema 4D / 3ds Max / Sketch Up |
| Video / Animation | Premier Pro / After Effects / Mocha |
| Game Engines | Unreal Engine 4 |
| Image / Vector | Illustrator / Photoshop / InDesign |
| Web | Muse / Google Web Designer |
| Sound | Audition |