

# Dominik L. Marzec

Screenwriter, Director

## Personal details

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Name: Dominik L. Marzec  
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## Selected Works

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### „Polish Legends“ by Allegro 2016

Screenwriter, Concept

Polish Legends is a series of short films directed by Tomek Bagiński and based on old Polish myths. I've been involved in creating new series, that will premiere in 2016 - „Basilisk“ (screenplay, concept) and „Jaga“ (concept). More info [legendy.allegro.pl](http://legendy.allegro.pl)

### „Our Friend Satan“ 2016

Creator, Writer, Creative director, Kickstarter campaign manager

„Our Friend Satan“ is a comic book that I'm currently developing (premiere is planned in September 2016). I've been involved in every stage of the project and I've succeeded at creating and managing a Kickstarter campaign (we gathered nearly 240% of the initial goal). More info [ourfriendsatan.com/comics](http://ourfriendsatan.com/comics)

### „Journals“ 2015

Screenwriter

I was invited to this project as a script doctor, but finished as a screenwriter (co-writing with Irek Grzyb). Our work was rewarded with third place on [Script Pro 2016](#).

### „Nothing Left“ music video 2014

Director, Producer

Lost Bone asked me to create a music video for their track „Nothing Left“. It was a complicated production in no-budget circumstances, but we've made it from the start to finish with flying colors. More info [youtu.be/HJuKd4ADFKU](https://youtu.be/HJuKd4ADFKU).

### Apocalypse Online 2011

Lead Writer, Creative director, UI designer

Apocalypse Online was a post-nuclear browser based MMO game. As a creator I was involved in every aspect of the project, but my main focus was to develop main concepts of the game, write an engaging backstory, and design the entire user interface. I've also worked with developers and concept artists on every day basis, to bring project to light. The game is currently offline, but some screenshots can be viewed at: [www.imagomedia.co.uk](http://www.imagomedia.co.uk)

## Professional Experience

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### Platige Image

Screenwriter

January 2016 – December 2016

In Platige Image I was writing treatments and screenplays for movies and ads. I was heavily involved in creating „Polish Legends“ series for Allegro. I wrote screenplays, and developed core concepts and characters for the series. I've worked directly with Tomasz Bagiński, an Oscar nominated director for his short movie „Cathedral“.

### CI Games

Screenwriter, Director

November 2016 – May 2017

I've been responsible for writing and directing all the trailers for SGW3 marketing campaign.

## **Imagomedia Creative Agency**

**September 2006 – Present**

Owner, Creative director, Project manager

Imagomedia is a company cooperating with the biggest brands in Poland, like Philips, P&G, Warta, Lotto, Gatta, or Aviva. My responsibilities focus on project management - from customer contact, through creation of the concept and documentation, as far as finalizing and implementing the creation.

## **Hamilton Brady Ltd.**

**December 2010 – December 2012**

Marketing manager

My responsibilities included planning and executing marketing campaigns. As a project manager I was also leading the creation and implementation of a dedicated CRM system.

## **Education**

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### **Computer Science**

The College of Computer Science

**Sep 2001 - Sep 2003**

Lodz, Poland

### **Graphic Design**

The University of Humanities and Economics

**Sep 2003 - Jul 2005**

Lodz, Poland

## **Skills and attributes**

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### **Writing**

I've been writing all my life. Storytelling is the biggest passion of mine, and I never feel tired doing it.

### **Self management**

I'm disciplined, oriented on getting things done, and problem solving, and a quick learner.

### **Directing**

I'm self taught director, with love to science-fiction movies. I've directed couple music videos and short movies, as long as a lot of motion capture for games (cutscenes and trailers).

### **Driving licence**

I have a Polish driving licence category B.

### **Project management**

I'm a skilled and experienced project manager. I've worked on numerous creative, IT, new media and marketing projects in Poland, UK and Germany.

### **Languages**

Polish (first language), English (fluent).

### **UI Design**

As a graphic designer I've learned that to achieve business results it's necessary to create a good user experience.

### **Software**

I have over 15 years of experience using all Adobe products (mainly Photoshop, Indesign, Premiere), Microsoft Office (mainly Word, Excel, Powerpoint), CeltX, and many other programs. I consider myself a power user, which makes it easy for me to learn new software.