

PATRYCJA MADEJ-ROMANOWSKA



CONTACT

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SKILLS

Project Management Tools:

ShotGrid, Jira, Asana, Miro

Software:

Adobe PS, MS Office / Google Workspace, macOS & Windows environments

Core Competencies:

VFX/CG production pipelines, budgeting, milestone planning, team leadership, client communication

LANGUAGES

English: Intermediate (B2)

Polish: Native

PROFILE

Experienced VFX and CG Producer with a strong background in production management, budgeting, and team coordination within top-tier animation and post-production environments. Proven track record of guiding complex projects from concept to final delivery, combined with prior experience in product management within the gaming industry.

EXPERIENCE

7.2019 - present | Sentinel Studios Sp. z o.o.

Producer

- Lead the production of high-end CGI and 3D visualization projects.
- Coordinate creative teams, timelines and client communication.
- Oversee projects from initial concept through to final delivery.

9.2019 - 6.2026 | Platige Image S.A.

Producer (12.2021 - 06.2026)

- End-to-end production management, budgeting, and scheduling for complex CGI and VFX projects.
- Ensuring daily, high-level cooperation and alignment between Department Heads, Directors, Supervisors, Art Directors, and internal production teams.
- Managing project scope, risk assessment, and resource allocation to deliver high-quality visual effects on time and within budget.

Junior Producer (12.2020 - 12.2021)

Production Assistant (09.2019 - 12.2020)

3.2018 - 8.2019 | No Gravity Games S.A. (formerly Fat Dog Games S.A)

Product Manager (02.2019 - 08.2019)

- Created and executed game release schedules.
- Supervised full-cycle game production and release processes, including managing external developer relations, contracts, and milestones.
- Coordinated cross-departmental workflows between Sales, Marketing, and Q&A teams to ensure successful product launches.

Junior Sales Manager (03.2018 - 02.2019)

9.2015 - 2.2018 | Marszałstudio

Retoucher

- Handled high-end post-production, digital retouching, and creation of packshots and commercial advertising photography.

EDUCATION

2016 - 2019 | Warsaw Film School

- Film and Multimedia: Film and TV Production Organization

2010 - 2012 | Warsaw School of Photography and Graphic Design

- Specialization: Photography