

Michael Brzuchalski

Experiential designer blending user experience and emerging technology to create immersive, human-centered experiences.

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Experience

Freelance Designer | Self Employed

January 2023 - Present

- Applied **3D visualization, motion design, experiential concepts, UX, and graphic design** across guided design projects while completing continued professional development in immersive and emerging technologies.
- Continued developing capabilities in **spatial design, prototyping, animation, and interactive experiences** during a family-care period while maintaining ongoing design instruction and portfolio development.
- Developed **visual design concepts, UX recommendations, and digital prototypes** for local small businesses, independently managing client discovery, concept development, and proposed redesigns.

Set Designer Shadow | Contract

June 2025 - June 2025

- Assisted with live **set design and environmental production workflows**, including the integration of lighting, camera placement, and digital graphics within a broadcast environment.

Industry Partnered Collaboration | Red Thread Innovations

January 2022 - May 2022

- Developed an interactive mobile concept addressing employee well-being by applying **human-centered design, concept development, prototyping, and user research**.
- Validated the concept through **user testing with 10 participants** and presented the resulting design direction to Red Thread Innovations.

Portfolio Lead | Canadian Film Fest

May 2021 - August 2021

- Led **5 multidisciplinary teams** through a 10-week human-centered design process, resulting in **5 client-facing design proposals** for the Canadian Film Festival.
- Delivered a **3D prototyping workshop** to help designers communicate and iterate concepts through three-dimensional visualization.

Projects

Interactive Projection Mapped Experience | Degree Project

- Designed and built a projection-mapped interactive experience that drew strong audience engagement and was recognized by faculty and classmates for its immersive experience and technical execution.

Education

Honours Bachelor of Interaction Design | Sheridan College

September 2018 - May 2022

Undergraduate Creative Problem Solving Certificate | Sheridan College

September 2018 - May 2022

Skills

Tools: Figma, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Adobe Premiere Pro, Cinema 4D, Blender, Unreal Engine, SketchUp, TouchDesigner, HTML, CSS, JavaScript, Arduino, Claude

Skills/Methods: Prototyping, Wireframing, Motion Design, User Research, Human-Centered Design

Certifications

TCPS 2: CORE — Ethical Conduct for Research Involving Humans

Government of Canada

Activities

Adobe Creative Jam 2019, Hack the NU 2020, Adobe x Amazon Creative Jam 2021, Guest Workshop Instructor, Vice President of Mentorship, Student Mentor & Tutor