



WORK EXPERIENCE SUMMARY

Date: 28/01/2025

Employer's Name: Ignite Labs Pty Ltd

Employee's Name: Emmanuel De Fex Lopaciuch

Address: 2/18 Blanck St, Ormeau, 4208

TO WHOM IT MAY CONCERN

This is to confirm that Emmanuel De Fex Lopaciuch has worked at Ignite Labs Pty Ltd & related entities since 16/03/2022.

During their time at our company, Emmanuel holds the position of Creative Designer and is responsible for UI & UX design, branding development, 3D design, graphic design, and product design. A summary breakdown of tasks follows.

Product Design

- **Concept Development:** Brainstorm and develop new product ideas.
- **Prototyping:** Create wireframes, interactive prototypes, and mock-ups.
- **Design Systems:** Build and maintain a consistent design system for product interfaces.
- **User Research:** Conduct research to understand user needs and pain points.
- **Iteration:** Refine product features based on feedback and data.
- **Collaboration:** Work with developers, product managers, and stakeholders to ensure the product vision is realised.

Graphic Design

- **Visual Asset Creation:** Design banners, social media posts, posters, and advertisements.
- **Typography:** Select and design with appropriate fonts for branding consistency.
- **Illustration:** Create custom artwork for projects, including icons or vector art.
- **Print Materials:** Design brochures, flyers, and business cards.
- **Photo Editing:** Enhance and manipulate images for campaigns or marketing materials.
- **Templates:** Develop reusable design templates for various channels.

3D Art

- **3D Modelling:** Design and sculpt 3D assets for campaigns or product demos.
- **Rendering:** Produce high-quality renders of products or conceptual ideas.
- **Animation:** Create motion graphics or animated 3D scenes for marketing.
- **Prototyping:** Develop 3D prototypes of packaging, products, or architectural spaces.
- **Texture Mapping:** Apply realistic or stylized textures to 3D models.
- **Virtual Environments:** Create immersive scenes for presentations or AR/VR campaigns.

Branding Development

- **Brand Strategy:** Define the brand voice, mission, and values.
- **Logo Design:** Create unique and scalable logos for companies or projects.
- **Style Guides:** Develop brand guidelines covering typography, colours, and visuals.
- **Identity Assets:** Design assets like letterheads, packaging, and promotional items.
- **Campaign Alignment:** Ensure all marketing materials align with the brand's visual identity.
- **Rebranding:** Refresh existing brands to meet updated company goals.



WORK EXPERIENCE SUMMARY

Date: 28/01/2025

Employer's Name: Ignite Labs Pty Ltd

Employee's Name: Emmanuel De Fex Lopaciuch

Address: 2/18 Blanck St, Ormeau, 4208

UX/UI

- User Research: Conduct interviews, usability tests, and competitive analysis.
- Wireframes: Develop low and high-fidelity wireframes for digital products.
- Prototyping: Create interactive prototypes to test functionality and design.
- UI Components: Design and maintain reusable UI components for consistency.
- Interaction Design: Define micro-interactions and animations for a better user experience.
- Accessibility: Ensure designs are compliant with accessibility standards (e.g., WCAG).
- User Flows: Map out user journeys to guide intuitive design.

Marketing Creatives

- Campaign Creation: Develop creative concepts for marketing campaigns.
- Ad Design: Create visuals for Google Ads, social media ads, and email marketing.
- Content Marketing: Design infographics, blogs, or social media content to support campaigns.
- Data Visualization: Translate analytics and reports into visually appealing graphics.
- Email Design: Create newsletters and promotional emails with compelling visuals.
- Strategy Support: Contribute to the overarching marketing strategy by providing creative input.

Emmanuel De Fex Lopaciuch is a highly skilled and talented individual in his areas of expertise.

Sincerely,

Kirstie Minifie
Director
Ignite Labs Pty Ltd



BLOCKSTARS

11/06/2025

WORK EXPERIENCE SUMMARY

Employee: Emmanuel De Fex Lopaciuch

Company: Blockstars Technology Pty Ltd

Address: 36/207 Currumburra Road, Ashmore QLD 4214

Start Date: 16 March 2022

Position: Creative Designer

To whom it may concern,

This letter confirms that Emmanuel De Fex Lopaciuch has been employed with Blockstars Technology Pty Ltd since March 2022 as a Creative Designer. His primary focus has been UI/UX design for websites and apps, where he has led the development of intuitive user interfaces and crafted seamless digital experiences.

Emmanuel is a multidisciplinary designer, whose UI/UX, 3D design, and branding skills are solid. His style is characterised by attention to detail and ensuring the creation of uninterrupted digital experiences.

On the UI/UX design side, Emmanuel is a skilled developer of responsive websites and mobile apps. He has a knack to create high-fidelity wireframes, interactive prototypes, and user flows with a focus on clarity and usability. His practice is based on solid user research, usability testing, and accessibility audit following the WCAG guidelines. He has developed scalable design systems, reusable UI components, which promote visual and functional consistency. Another thing that Emmanuel pays attention to is interaction design, where micro-animations and natural patterns contribute to a better interaction.

On top of UX, Emmanuel is a skilled 3D artist and modeler. He creates quality 3D models and scenes to be utilized in product visualization, branding images, and interactive broadcasts. His photorealistic and stylised renders take marketing and presentation materials to another level. He also makes immersive 3D prototypes to be used in architecture, packaging and storytelling.

Besides that, Emmanuel also adds a refined visual touch to branding and graphic design. His repertoire entails complete brand identity development; logos and typography, inclusive of overall style guides and marketing materials. He creates print and digital contents including social media graphics, advertisement creative, brochures, and email marketing. His experience proves to be especially useful in rebranding projects, as he makes sure that visual solutions are adjusted in accordance with business objectives.

Throughout his time at Blockstars Technology, Emmanuel has consistently demonstrated a unique combination of creativity, technical skill, and user-centred thinking. His ability to move across disciplines while keeping a sharp focus on functionality and user experience makes him a valuable asset to any design team.

Your Sincerely,

Kosala Aravinda
Director, Blockstars Technology Pty Ltd



To Whom It May Concern.

It's a pleasure to write this recommendation for Emmanuel De Fex, who has been an integral part of our creative team at Axiom Holographics for 8 months. As a 3D artist, Emmanuel De Fex has consistently demonstrated exceptional talent, dedication, and a keen eye for character design, turning ideas into fully realised digital assets that elevate our projects. His ability to bring unique and compelling characters to life while maintaining industry standards has been invaluable.

What Makes Emmanuel Stand Out?

He has a natural talent for brainstorming and sketching original character designs that fit seamlessly into any game world. From silhouettes to refined sketches, their early-stage work lays a strong foundation for the final product. They deeply consider lore, player expectations, and stylistic cohesion in their creative process. His ability to translate 2D concepts into stunning 3D models using tools like ZBrush, Blender, and Maya is rare. His sculpting skills focus on strong silhouettes and well-balanced forms, ensuring each model is visually compelling while maintaining efficient topology for real-time game performance.

His expertise extends to textures and materials, using Substance Painter, Photoshop, and procedural texturing techniques to create highly detailed, realistic, or stylised assets. He has a deep understanding of physically based rendering (PBR), ensuring accurate material properties in game. Additionally, Emmanuel excels in preparing models for animation, collaborating closely with rigging teams to ensure smooth articulation. His experience in Unreal Engine allows him to seamlessly integrate assets while maintaining optimal performance, troubleshooting technical issues related to UV mapping, shaders, and game engine compatibility with ease.

Tasks Performed:

- Developed original concept sketches and refined them into detailed character designs.
- Created high-quality 3D models of characters, props, and environments using industry-standard tools.
- Sculpted high-resolution meshes with a focus on proper topology and efficient performance in game engines.
- Applied UV mapping, baking techniques, and texturing workflows to achieve realistic and stylised visual results.
- Integrated assets into game engines such as Unreal Engine and Unity, ensuring optimised performance.

- Collaborated with animators and rigging teams to ensure models were prepared for smooth animation and deformation.
- Troubleshoot technical issues related to 3D assets, including topology optimisation, shading, and rendering problems.
- Worked closely with game designers and art directors to align character designs with the overall game vision.
- Ensured all artwork adhered to project guidelines, technical specifications, and artistic direction.
- Provided constructive feedback to other artists and actively contributed to team discussions on visual development.

Beyond the Technical Skills:

Emmanuel also stands out for exceptional character design skills, always crafting appealing and well structured characters. Their keen eye for art ensures every piece meets professional standards, setting a high bar for quality. He is highly adaptable and versatile, able to work in stylised, realistic, or low-poly styles to match any project's needs. Most importantly, He is highly collaborative and open to feedback, thriving in team settings, and constantly refining his work based on constructive input.

Emmanuel has been a valuable asset to our team, and I'm confident he will bring the same level of excellence wherever he goes next. If you need any more details about his contributions, don't hesitate to reach out.



Bruce Dell | CEO

Axiom Holographics Holdings Limited

5 Palmer Place, Murarrie, Queensland, Australia, 4172

 +61 7 3393 9579 |  +61 7 3188 3110 |  +61 432 479 499

 bdell@axiomholographics.com |  www.axiomholographics.com