

EXECUTIVE PROFILE 2026

arkadiusz leszko

Creative Production Director

Helping global companies execute creative production, marketing initiatives and strategic partnerships across Europe.

POSITIONING

I help organizations improve
execution readiness —
before small issues become
expensive problems.

My work aligns business objectives, production realities and stakeholder expectations to create the conditions for successful execution. I sit between consulting, executive advisory and production leadership.



four domains, one operator

Few professionals have operated across all four domains. I have – from artist foundation to executive leadership.

Creative	Production	Technology	Business
Artist foundation	Production leadership	Unreal Engine	Budget ownership
Visual quality & aesthetics	Delivery ownership	AI capability development	Executive reporting
Art direction	Vendor management	Pipeline development	Strategic planning
Creative excellence	Team building	Real-time production	Organizational development
Attention to detail	Production oversight	Innovation initiatives	Stakeholder management

across regions, cultures and time zones

REGIONS

North America · Europe · United Kingdom ·
Asia Pacific · Africa

SELECTED LOCATIONS

Montreal · Los Angeles · San Francisco ·
Warsaw · Morocco · Vietnam

Collaborating with global brands, technology companies, game publishers, production studios
and executive stakeholders across multiple continents.

measurable outcomes

50+

Professionals hired

30–50

Specialists led

5–10M

USD production budgets
managed

3 →

30+

Unreal Engine team growth

2 mo

First project in Unreal Engine

3+ yr

Epic Authorized Service Partner

6+ yr

Building Unreal Engine
capability

**APAC • EU • UK
USA • CA • AF**

Multiple regions

two practices

01

Execution & Production Advisory

Helping organizations improve execution readiness before small issues become expensive problems.

Production Readiness · Vendor Selection · Cross-Regional Representation ·
Production Oversight · Project Recovery

02

Organizational & Capability Development

Supporting organizations in building teams, adopting technologies and developing new capabilities.

Team Building · Technology Adoption · Organizational Readiness ·
Capability Development · Production Transformation

readiness, not rescue

The earlier I'm involved, the
cheaper the problems are
to solve.

Production Readiness

Preparing projects, teams and partners for successful execution.

Vendor Selection & Partner Management

Identifying, evaluating and collaborating with the right production and technology partners.

Cross-Regional Representation

Bridging communication between headquarters, regional teams, agencies and vendors.

Production Oversight

Supporting projects through the critical phases of execution.

Project Recovery

Stabilizing projects, rebuilding alignment and restoring execution confidence.

building what lasts

The structures, capabilities and operating models required for long-term success.

Team Building & Scaling

Hiring strategy · Team growth ·
Organizational structure · Capability
development

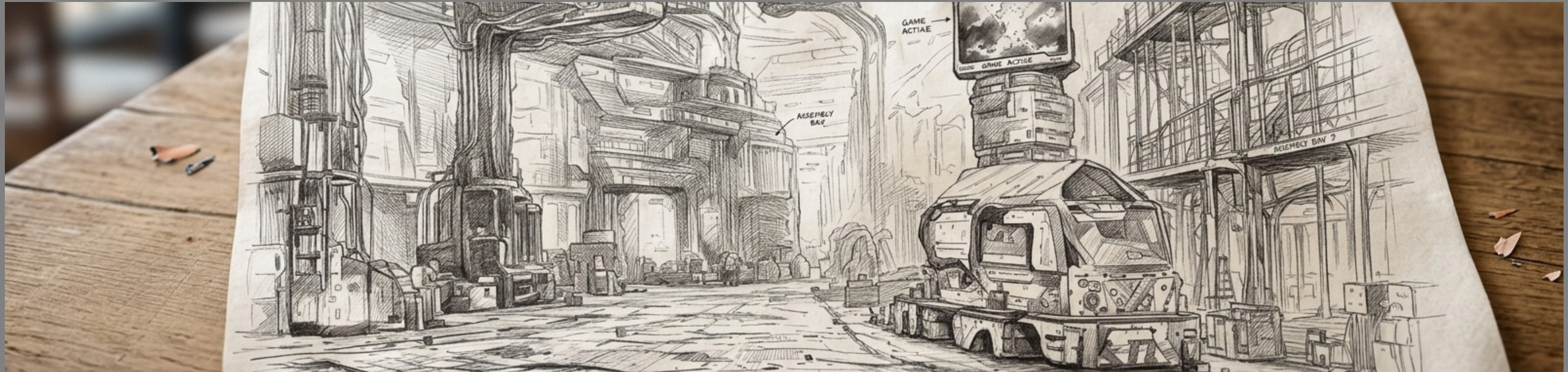
Technology Adoption & Transformation

Unreal Engine · AI workflows · Real-time
production · Emerging technologies

Organizational Readiness

Process development · Role definition ·
Stakeholder alignment · Operational
readiness

building unreal engine capability



CHALLENGE

Introduce an entirely new production capability and establish Unreal Engine as a commercially viable service offering.

ACTIONS

Built and scaled the department 3 → 29 specialists · recruited and developed talent · established production workflows · supported organization-wide adoption.

RESULTS

First commercial project in 2 months · Epic Authorized Service Partner within 2 years · Unreal adopted across the organization.

ai readiness & capability development

CHALLENGE

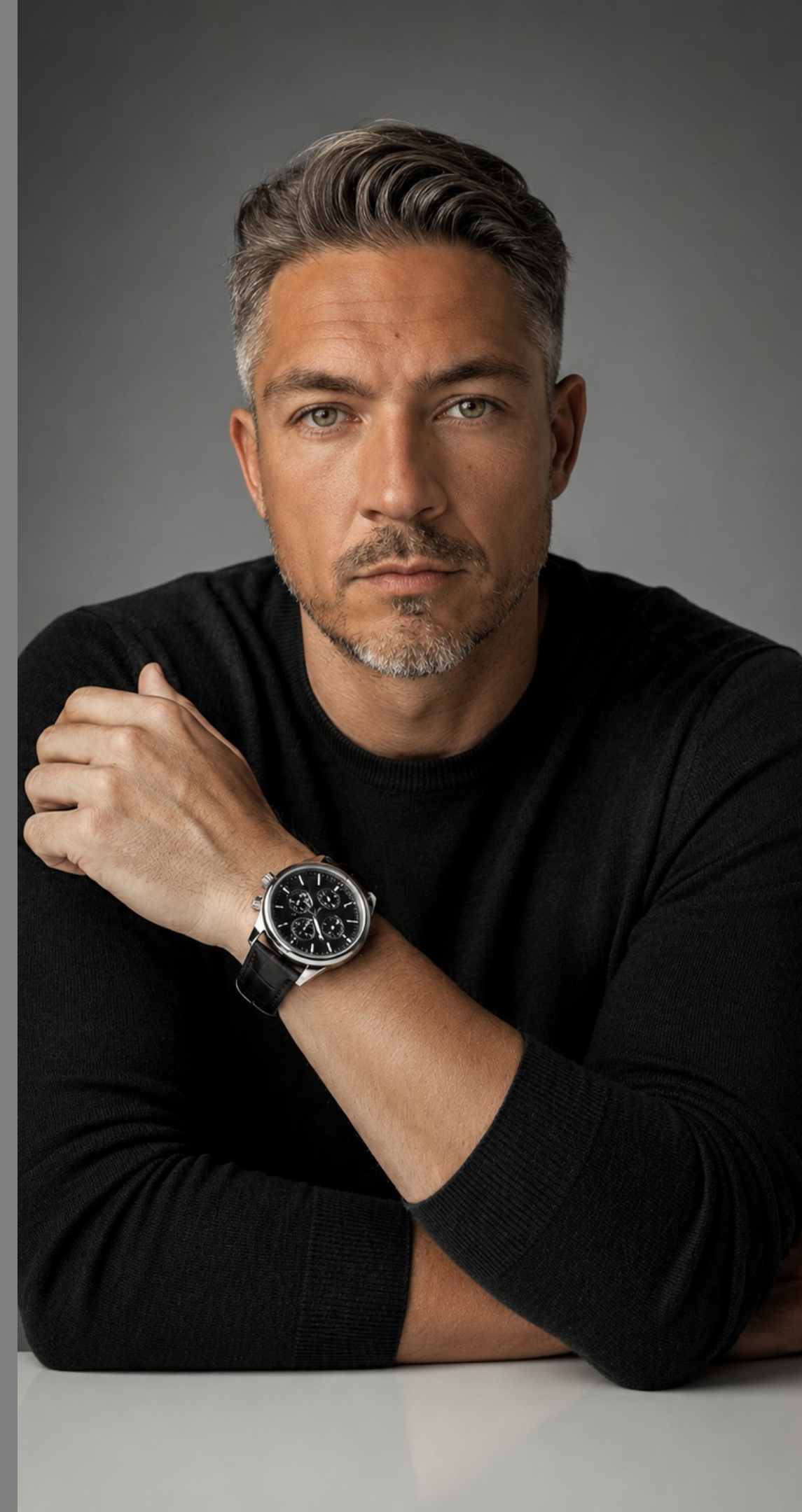
Evaluate emerging AI technologies before proven production standards and business models existed.

ACTIONS

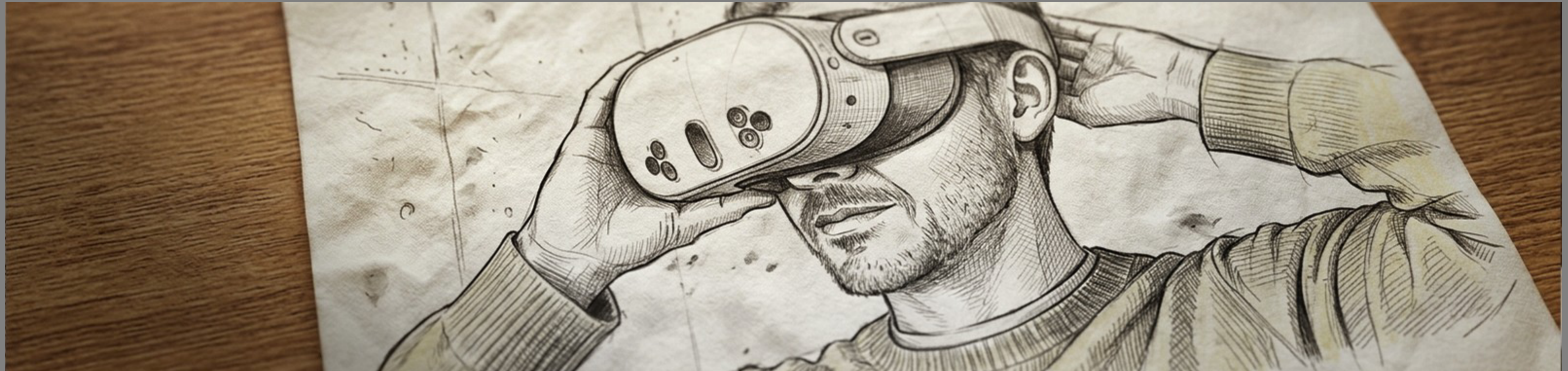
Led early experimentation · evaluated production viability · built organizational knowledge · supported executive understanding of opportunity and risk.

RESULTS

Enabled initial commercial AI projects · increased organizational readiness · established foundations for future capability.



google vr prototype



CHALLENGE

Support development of a virtual environment for a prototype VR platform, with stakeholders across Europe and the United States.

ACTIONS

Collaborated with teams in Europe, Los Angeles and San Francisco · defined technical requirements and workflows · bridged creative and technological stakeholders.

RESULTS

Successful delivery for a prototype platform · effective cross-regional collaboration · alignment between creative vision and technical requirements.

aston martin vantage



CHALLENGE

Deliver a premium automotive commercial using Unreal Engine 5 Beta – before the technology became an established production standard.

ACTIONS

Introduced emerging technology into production · managed quality expectations and production risk · adapted workflows for a new generation of tools.

RESULTS

One of the earliest commercial productions on UE5 Beta · successful delivery for a premium automotive brand · demonstrated next-generation workflow viability.

theme park immersive experience



CHALLENGE

A five-minute immersive experience in 23K resolution for a custom physical display where standard production tools could not meet the technical requirements.

ACTIONS

Combined live-action and visual effects · developed custom rendering solutions · created specialized camera technology for path-traced rendering.

RESULTS

Delivered a large-scale immersive experience · enabled requirements beyond standard workflows · integrated creative, technical and production disciplines.



14 – CASE STUDY

cross-regional production alignment

CHALLENGE

A complex automotive production across multiple stakeholders, regions and vendors faced communication issues, misalignment and declining confidence.

ACTIONS

Took ownership of communication and stakeholder alignment · improved decision-making · clarified expectations and priorities.

RESULTS

Restored project stability · rebuilt productive collaboration · improved the balance between accuracy, visual quality and business objectives.

This experience became the foundation of my advisory practice.

clients & productions

AUTOMOTIVE BMW · Audi · Aston Martin · Toyota · Nissan · Omoda · Jaecoo

GAMING Activision · Nexon · Tencent · NetEase · Krafton · 11 bit studios · Rebel Wolves · CD Projekt · Square Enix · Epic Games · LEGO

TECHNOLOGY Google

ENTERTAINMENT Netflix · Paramount · Warner Bros.

SELECTED PRODUCTIONS The Witcher, X-Men Apocalypse, Mosul, The Liberator, Kurier

AAA game cinematics · global automotive campaigns · immersive experiences · virtual reality projects



16 – MY APPROACH

Successful execution happens when business objectives, creative ambition, technology and production realities are aligned.

Many project challenges are not caused by a lack of talent, technology or effort. They emerge when expectations, communication and execution become disconnected.

My role is to help organizations identify risks early, improve alignment and create the conditions required for successful delivery.

17 – LET'S TALK

let's talk

Whether you're preparing a new initiative, entering a new market, selecting partners, implementing new technologies or navigating organizational change – I'd be happy to discuss how I can help.

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