

Patrick Stefaniak

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Education

MFA in Digital Arts + New Media

UC Santa Cruz, Expected Graduation June 2021

BFA in Digital Art, Minor in Computer Science

Indiana University Bloomington, 2015

Work Experience

Teaching Assistant (2019 - 2021)

Games and Playable Media, UC Santa Cruz

- mentoring student groups designing and launching year long game projects
- lead discussion sections on Critical History of Digital Games

Technologist (2018 - 2019)

School of Global and International Studies, Indiana University

- created promotional, educational games about foreign languages using Javascript
- organized conference, edited textbooks, administered admissions, maintained websites and social media accounts, designed graphics for posters, conference pamphlets, and stickers

Creative Technologist (2016 - 2018)

Gallagher & Associates, New York City

- developed touchscreen interactives for museum exhibits in JS and Processing
- experimented with emerging VR and AR technologies to ideate on future installation pitches
- managed office's computers and equipment, installed prototype setups for user testing

Related Projects

CLOTH^3 (ongoing)

Videogame Installation and Sculptures

- developing videogame as digital instantiation of the same cloth simulated cube form that I also rendered using 3D printing and crochet
- composing generative minimal/baroque music using synth plugin
- designing versions of game for 2 screen installation with touchscreen and projector, for desktop and mouse, and soon for VR

Juke Joint (2018)

Interactive Museum Installation

- solo developed 3 touch screen interactives using React JS/HTML5/SASS and Processing in collaboration with UI/UX/Content designers
- interfaced apps with lighting cues and hardware in installation
- deployed multiple instances of apps using Docker

Platforms

- Unity
- Processing
- JavaScript (pixi, three, react)
- Unreal
- Cinder

Hardware

- HTC Vive
- Arduino
- Hololens
- Leap Motion
- Kinect
- AR Kit/Core
- Google Tango AR Tablet

Software

- Blender
- GitHub
- Docker
- Jira / Trello / Notion
- Photoshop
- Premiere / After Effects
- Audition / Reason
- Illustrator / InDesign
- Dragon Frame

IRL Art

- 3D printing
- Wood fabrication
- Welding
- Crochet
- Drawing / painting
- Performance