



stephan e perez

full-stack developer, UI-UX designer, artist

CONTACT

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- remote / mobile
- sepweb.dev
- [github: diemildefreude](https://github.com/diemildefreude)

EDUCATION

2007-2015

UNIVERSITÄT MOZARTEUM

- Bachelor of Arts in Viola
- Bachelor of Arts in Composition

2019

SCHOOL OF VIDEO GAME AUDIO

- Pure Data + Unity course grad
- Featured Grad of the month

SKILLS

- full stack web development, responsive web design, interactive a/v, ui/ux design, database management, seo
- html, css, javascript, php, c++, c#, python | laravel, three.js, hvcc, openAI, fastAI, face-detect.js, git, prismic.io

LANGUAGES

- English (Fluent)
- French (Fluent)
- German (Fluent)
- Japanese (Fluent)
- Indonesian/Malay (Basic)

PROFILE

After studying composition and music programming in University, I self studied c#/Unity, c++/openFrameworks/glsl, utilizing them to develop interactive art and performance pieces. I then worked for two years as a software engineer at Cosmic Lab in Osaka, Japan, where I used those same skills as well as UE5 and python/touchDesigner to develop installations and live concert visuals. In January 2024 I started studying Web Development and am excited by its possibilities for expression and communication on a global, accessible level.

PORTFOLIO

- stephaneperez.net**
my personal artist website
 - bio, contact form and archives of events, performances and interactive art
 - simple, straight-forward design
 - everything is made in vanilla html, css, php and js, including the photo carousels. Phpmailer is used for the contact form and mysql for the archive info
- lvpart.com**
art archive for the painter, lourdes perez
 - made with the Wordpress content management framework
 - custom theme features a dynamic front page showing a random selection of paintings. Asynchronous image-loading improves the loading speed.
- somanymfaces.in**
interactive memory sculpture
 - 3D with movement controls for the camera. The structure changes based on user movement.
 - some faces have audio which is directional based on their position relative to the camera.
 - users can add their own face and voice to the work with their device's camera and microphone.
 - developed with three.js, face-detect.js, npm and php.