

Marcus D. Stevenson

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Artist Statement

My work bridges sculpture, printmaking, and textile design through a deep engagement with process and material. I use traditional and digital fabrication methods—woodworking, metalwork, electronics, and screen printing—to build interactive and kinetic sculptures, as well as wearable art pieces. My studio practice emphasizes craftsmanship, experimentation, and the reuse of discarded materials, merging precise technical execution with conceptual play. I view artmaking as an engineering of experiences—where viewers can touch, wear, or interact with the work.

Education

- BFA in Sculpture, Colorado State University — Fort Collins, CO (2016)

Exhibitions, Pop-ups, and Events

- ThriftCon Denver — April 27–28, 2024
- Denver Small Press Fest — March 30, 2024
- From Waste to Fashion Upcycling Showcase — November 2023
- ThriftCon Denver — April 23, 2023
- First Friday Markets on Santa Fe (Denver) — Summer 2022
- 13th Ave. Flea Market — Summer 2022
- Mutiny Outdoor Market — Summer 2022
- ThriftCon Denver — April 24, 2022
- First Fridays at the America Building — April 1, 2022
- BMOCA Open Wall — March 2022
- Mirus Art Bar Open Art Nights — March 24, 2022
- Denver Small Press Fest — March 12, 2022
- BMOCA Open Wall — March 2021
- Dateline Gallery Denver GFC Worldwide Group Show — April 2019
- BMOCA Open Wall — March 2019
- Useless Trinkets (BFA Capstone Show) — May 2016
- CSU BFA Show (Clara Hatton Gallery) — May 2016

Professional Experience

Independent Artist & Designer — Denver, CO (2021–Present)

Create and sell upcycled fashion, silkscreen prints, and sculptural works integrating digital fabrication, printmaking, and sustainable materials.

Freelance Technical Content Producer, SparkFun Electronics — Boulder, CO (2016–2021)

Authored media-rich tutorials and blog content integrating electronics, coding, and fabrication techniques; produced short-form instructional videos.

Equipment Operator, SparkFun Electronics — Boulder, CO (2016–2020)

Operated and maintained PNP, selective solder, and inspection machinery; participated in prototype assembly and product testing.

Wood Shop & Digital Fabrication Lab Monitor, CSU Department of Art — Fort Collins, CO (2015–2016)

Assisted students with safe tool use, maintained equipment, and supported digital fabrication processes.

Student Admin Intern, CSU Morgan Library — Fort Collins, CO (2012–2016)

Provided administrative support, handled archival materials, and maintained metadata for digital collections.

Technical Skills

Digital Fabrication (CNC, Laser/Vinyl Cutting, 3D Printing) • Screen Printing • CAD Design • Electronics and Arduino Integration • Python, HTML/CSS, JavaScript • Adobe Illustrator & Photoshop • Video Production and Editing • Project Management