

Patrick Stefaniak

patrickjstefaniak at gmail
patrickjstefaniak.com/portfolio

Curriculum Vitae

Education

MFA in Digital Arts + New Media at UC Santa Cruz - 2021

BFA in Digital Art with Minor in Computer Science at Indiana University - 2015

Selected Exhibitions and Screenings

2024

- GUI/GOOEY - Plexus Projects - Brooklyn , NY
- Ripples - New Media Artspace , Baruch College - online
- California Jewish Open - Contemporary Jewish Museum , San Francisco , CA (in collaboration with Forest Reid)

2023

- TABOO - LABA Bay - Institute of Contemporary Art San Francisco , San Francisco , CA (in collaboration with Forest Reid)
- Mountains after Mountains (산 넘어 산) - AHL Foundation - New York , NY (in collaboration with Amy Mihyang Ginther , Susana Ruiz , and Huy Truong)
- Meaningful Play - East Lansing , MI (in collaboration with Amy Mihyang Ginther , Susana Ruiz , and Huy Truong)
- Render Me Visible - Buggy LA - Los Angeles , CA

2022

- Abstract Art with New Media - Independant Image - online
- Band Practice Presents : THIS MAY BE AN ART SHOW - Los Angeles , CA
- Band Practice Presents : You've Got To Fight For Your Right : Some Like It Hot, Others Like It Easy - All House Dance Festival , Los Angeles , CA
- Band Practice Presents : SPL00SH! - Los Angeles , CA

2021

- Gender Now - Golding-Yang Art Gallery , Morehead , KY
- Frequency Festival - Museum of Art & History , Santa Cruz , CA
- In These Uncertain Times - Museum of Art & History , Santa Cruz , CA
- Signs of Life : The 2021 DANM MFA Graduation Exhibition - ' CLOTH^3 ' , Santa Cruz , CA

2020

- Festival of the Smallest - ' Field ' - 222lodge , Dordrecht , Netherlands - online

2019

- The Leftfield Collection at EGX - ' CUBEISM ' - London , UK
- The Final Show - The Fuller Projects , Bloomington , IN

2017

- Games Not Games - ' CUBEISM ' - Electromuseum , Moscow , Russia

2016

- Rules and Play - Living Arts and Science Center , Lexington , KY
- tinypalace - ' CUBEISM ' - Interim & Stellwerk , Kassel , Germany
- IRIS Film Festival - ' Corn Federation ' - IU Cinema , Bloomington , IN (in collaboration with Liz Scofield and Cassie Harner)

2015

- BFA Thesis Show - ' inter-pedestal ' - Grunwald Gallery , Bloomington , IN
- Deep Play Fun House - ' crrrn ' - Track One + Seed Space , Nashville , TN
- Hybrid Forms & Interdisciplinary Practice - ' ergonomics ' - Hokin Gallery of Columbia College , Chicago , IL
- Modular Art Pods - ' My Little Man Cave ' - abrasiveMedia , Nashville , TN
- NSAL Emerging Artists Show - ' Corn Federation ' - Waldron Arts Center , Bloomington , IN (in collaboration with Liz Scofield and Cassie Harner)

2014

- The Crying Party - The Fuller Projects , Bloomington , IN (in collaboration with Liz Scofield and Cassie Harner)
- Neorascality - McCalla , Bloomington , IN (in collaboration with Liz Scofield and Cassie Harner)
- Internet / Identity / Cats - The Fuller Projects , Bloomington , IN (in collaboration with Liz Scofield and Cassie Harner)
- BFA Nongraduating Show - ' Networking ' - Grunwald Gallery , Bloomington , IN

2013

- Interaction - ' Nowhere ' and ' Pilgrimage ' - Project 3F Gallery , Kyoto , Japan

Presentations

- 2024 , ' Do you believe in life after BFA? ' - Eskenazi School of Art, Architecture + Design , Indiana University , Bloomington , Indiana
- 2024 , Artist Q&A for Introduction to Media Theory - Film and Digital Media , UC Santa Cruz
- 2021 , CLOTH^3 , Frequency Festival , Museum of Art & History , Santa Cruz
- 2021 , !!Con , ' Crochet! Computer! Graphics! ' - online
- 2020 , Queerness and Games Conference , ' Queer Abstraction in Video Games ' - online

Press

- 2024 , New York Times - San Francisco Jewish Museum Has a Blank Space for Dissenting Artists
- 2016 , Polansky , Lana - Notes on CUBEISM: Shapes of Grey

Publications

- Spring 2025 , Marcescence Magazine - 산 넘어 산 (Mountains after Mountains) (in collaboration with Amy Mihyang Ginther , Susana Ruiz , and Huy Truong) - forthcoming

Teaching

Teaching Assistant at UCSC, 2019 - 21

- Game Design Studio Senior Capstone Sequence
- Critical History of Digital Games with Zoe Sandoval
- Game Design Experience with Elizabeth Swenson
- Critical History of Digital Games with Dr. micha cárdenas

Visiting Artist Workshop

- Unity and Virtual Environments For Expanded Digital Practices - Skagastrond , Iceland - with SoVA Virginia Tech

Awards and Grants

- 2024 - SFMOMA Artcade Open Call Semi-finalist
- 2020 - Arts Council Santa Cruz County Cultivate Grant
- 2020 - UCSC Florence French Fund Award
- 2015 - IU SoFA Holiday Awards - Digital Area Prize
- 2015 - Hutton Honors College / School of Fine Arts Capstone Award
- 2015 - NSAL Emerging Artists - Chapter Career Award (with Liz Scofield and Cassie Harner)
- 2014 - IU SoFA Holiday Awards - Digital Area Prize
- 2013 - IU OVPUE Fine Art Award - First Prize

2012 - IU SoFA Holiday Awards - Fundamentals Area Prize

Other Positions

Creative Technologist

Gallagher & Associates , NYC

2016 - 2018

- Building interactive installations for museums, including the Illinois Holocaust Museum and Education Center and the Mississippi Arts and Entertainment Experience, using Javascript and Processing
- Research and experimentation with emerging VR / AR technology

Technologist / Program Assistant

National African Language Resource Center and Summer Language Institute , Indiana University

2018 - 2019

- Administrative tasks for admissions , conference planning , web presence and maintenance
- prototype interactive web applications for language education and program outreach

Technical Artist

Osmo

2022

- Facilitating data for computer vision tool in Unity for augmented reality educational children's game
- Assisting with animations, timelines, and special effects

Technical Assistant

Design | Media Arts , UCLA

2023 - 2024

- Managed computer labs for classroom and undergrad studio use
- Worked with professors to provide hardware and software solutions for classes
- Assisted students with development and installation of interactive art projects

Creative Technologist

Mousetrappe

2024

- Developed VR visualization tool in Unreal for planning of theme park experience
- 3D modeled elements for CNC and 3D printing for projection mapping and LED screen installations