

Patrick Stefaniak

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Education

MFA in Digital Arts + New Media

UC Santa Cruz, 2021

BFA in Digital Art, Minor in Computer Science

Indiana University Bloomington, 2015

Relevant Experience

Technical Artist (2022 - current)

Osmo

- creating visual special effects in Unity using particle effects, scripts, and shaders
- editing character animations in timelines
- working with tagging system for real-time image recognition for Reading Adventure

Virtual Reality Developer (2021 - current)

UC Santa Cruz

- developing VR experience in Unity using 3D scans, volumetric video, and animation
- programming and designing interactive UI elements
- composing 3D environment and visual effects
- working in collaboration with performer, filmmakers, 2D artist and sound designer

Graduate Thesis Exhibition - CLOTH^3 (2019 - 2021)

Digital Arts + New Media, UC Santa Cruz

- designed and produced 3 part art exhibition consisting of: videogame, 3D prints, and crochet
- developed Unity game for both installation (with touchscreen and projection) and desktop
- created 3D models and coded generative music using live synth plugin
- wrote paper and presented research on historical and theoretical ties to project from perspectives of videogame/UX design, art history, critical theory, and craft

Teaching Assistant (2019 - 2021)

Games and Playable Media, UC Santa Cruz

- mentored student groups designing and launching year long game projects
- led 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
- prototyped animations and visual effects using Cinder C++ sketches and After Effects
- 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

Platforms

- Unity (C#)
- Processing (Java)
- JavaScript (pixi, three, react)
- Unreal
- Cinder (C++)
- SparkAR

Hardware

- Oculus / 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