Curriculum Vitae Patrick Stefaniak

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Education:

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

BFA in Digital Art at Indiana University Minor in Computer Science Graduated December 2015

Selected Exhibitions / Screenings:

2021

- In These Uncertain Times - Museum of Art & History, 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

Conference Presentations:

- 2020, Queerness and Games Conference, 'Queer Abstraction in Video Games' (online)

Press:

- 2016, May - Polansky, Lana - Notes on CUBEISM: Shapes of Grey

Teaching:

Teaching Assistant at UCSC, 2019 - 21

- Game Design Studio
- 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/Grants:

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

Related Jobs:

Creative Technologist - Gallagher & Associates NYC , 2016 - 2018

- Building interactive installations for museums using Javascript
- Research and experimentation with emerging VR / AR technology

Technologist / Program Assitant - Indiana University, 2018 - 2019

for National African Language Resource Center and Summer Language Workshop

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