

# 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

### **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 maintenance
- prototype interactive web applications for language education and program outreach

### **Awards/Grants :**

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