

# Paul Sztajer

All this and more can be found at [pdyxs.wtf](http://pdyxs.wtf)

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## Who

I'm Paul Sztajer, an interactive artist. I develop works that illuminate complex systems and ideas, particularly in the realm of science.

I studied Physics and Software Engineering at University, and produced sketch comedy shows in my free time. Since then, I've dived into the world of games (starting [SeeThrough Studios](#) along the way) and education (working at [3P Learning](#) as a designer and developer of science and maths educational software).



## What I can do

<b>Games and Education</b>	Systems design, level design, pedagogy, board game design, gamification
<b>Product Development</b>	Product Management, UX Design, Scrum/Agile processes
<b>Programming</b>	Primarily C# (Unity) and Javascript (React/Angular). Have worked in Java, C, C++, python, php and more

## Where I've worked

### 3P Learning

<b>When</b>	February 2015-May 2018
<b>Roles</b>	Designer, Product Owner, Developer

3P Learning is an Australian education technology company which develops games and interactive media to teach school students across all age groups. During my time there, I've worked on IntoScience and Mathletics as a designer, developer, product owner and product manager.

Once I started travelling, I continued to work for 3P Learning as a Freelancer. As a part of that, I designed and developed [Numbeanies](#).

### SeeThrough Studios

<b>When</b>	March 2012-Present
<b>Roles</b>	Founder, Producer

SeeThrough Studios is an independent game development studio. Completed projects include [Flatland: Fallen Angle](#), [Unstoppabot](#) and [Particulars](#).

SeeThrough Studios now produces my works, and develops educational games and interactives for third parties.

## What I've made



### Art Heist

An interactive theatre experience where teams of four develop and execute a plan to steal a painting from an art gallery

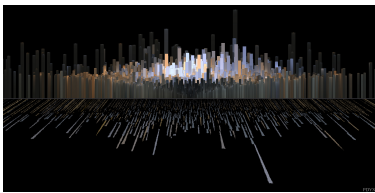
<b>Medium</b>	Escape Room/Interactive Theatre
<b>Role</b>	Game Designer
<b>Season</b>	May-August 2017, Dulwich Hill, Sydney

It's the most fun you can have without spending a night in jail.

— David Molloy in [The Brag](#)

If you have the opportunity to experience it you'd be crazy not to.

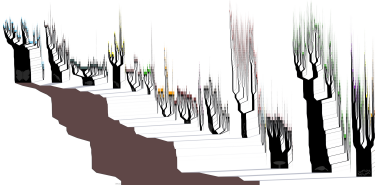
— in [Escape Me](#)



## The Neighbourhood

An artwork about stars and our place amongst them, generated from the 8912 stars visible from Earth with the naked eye

<b>Medium</b>	Data visualisation, artwork
<b>Released</b>	February 2016
<b>Accolades</b>	Finalist in the 2016 Waterhouse Natural Science Art Prize
<b>Exhibited at</b>	Art Heist, 2016 Art Attacks the Little Guy, 2016 The 2016 Waterhouse Natural Science Art Prize (at the South Australian Museum)



## The Path

An artwork about life and the paths it ventured down, generated from the Open Tree of Life: a database of 2.3 million species and their genetic origins

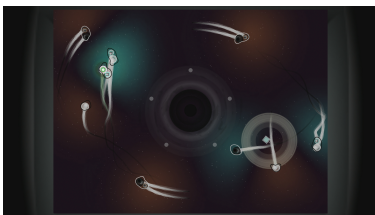
<b>Medium</b>	Data visualisation, artwork
<b>Released</b>	February 2016
<b>Exhibited at</b>	Art Heist, 2016 Art Attacks the Little Guy, 2016



## The Laser Harp

An interactive artwork celebrating the International Year of Light

<b>Medium</b>	Installation artwork
<b>Developed By</b>	The Sydney University Optics Student Chapter
<b>Role</b>	Interaction Design, Development
<b>Exhibited at</b>	Vivid Sydney, 2015



## Particulars

A minimalist meditation on the chaos of life, the universe and sub-atomic particle physics

<b>Medium</b>	Video Game
<b>Release</b>	November 2014
<b>Developed by</b>	SeeThrough Studios
<b>Roles</b>	Producer Lead Designer Programmer Writer
<b>Accolades</b>	Winner, Best Narrative, Freeplay Awards 2013 Winner, Best Audio Design, Freeplay Awards 2013 Winner, Sydney Indie Showcase, iFest 2013 Finalist, Best Audio Design, Australian Game Development Awards, 2013

I haven't cried playing a video game before; it's not like it's a habit. But there's something about the loneliness of being a down quark all alone in a subatomic space that really underlined the joy in finding an anti-down quark to combine with.

— Grant Howitt in [The Guardian](#)