

Paul Sztajer

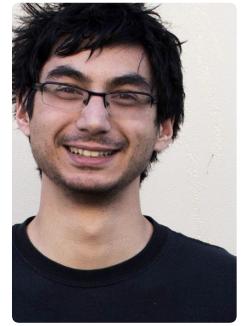
All this and more can be found at pdyxs.wtf

talk@pdyxs.wtf
+1 415 494 9798

Who I am

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

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

Where I've worked

3P Learning

When	February 2015-May 2017 (continuing as a contractor)
Roles	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.

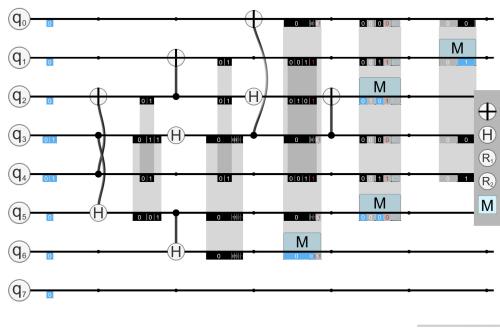
SeeThrough Studios

When	March 2012-Present
Roles	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

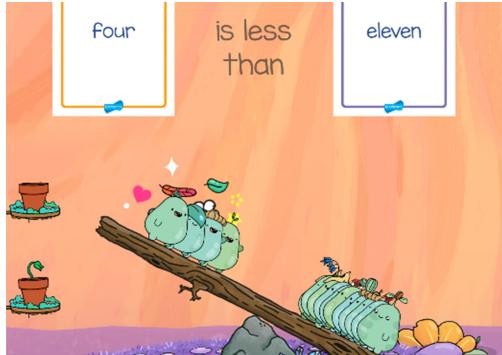


Completely Accurate Thought Simulator

A game that teaches players to program a Quantum Computer, by having them tell stories about the inner thoughts of cats.

Medium Video Game

Release Q1 2019



Numbeanies: Number Forest

An augmented reality app to help children learn numeracy using physical cards and adorable numbeanies

Medium Augmented Reality tablet App

Release February 2018

Published by 3P Learning

Roles Designer

Developer



Art Heist

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

Medium Escape Room/Interactive Theatre

Role Game Designer

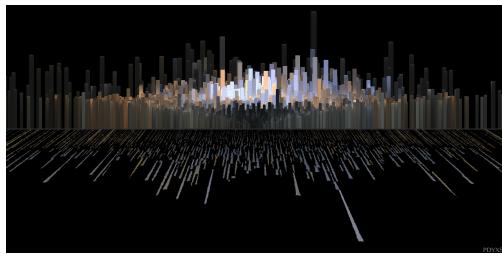
Season May-August 2017, Dulwich Hill, Sydney

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.

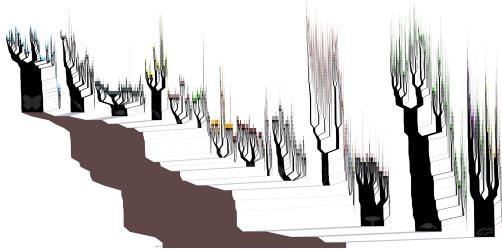
— in *Escape Me*



The Neighbourhood

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

Medium	Data visualisation, artwork
Released	February 2016
Accolades	Finalist in the 2016 Waterhouse Natural Science Art Prize
Exhibited	Art Heist, 2016
at	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

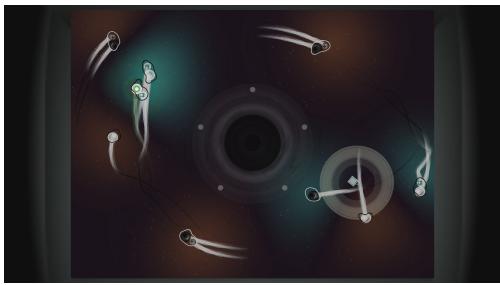
Medium	Data visualisation, artwork
Released	February 2016
Exhibited	Art Heist, 2016
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The Laser Harp

An interactive artwork celebrating the International Year of Light

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



Particulars

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

Medium Video Game

Release November 2014

Developed by SeeThrough Studios

Roles Producer

Lead Designer

Programmer

Writer

Accolades 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*



Unstoppabot

A hybrid of an infinitely running bot and a puzzle game, complemented with sarcastic wit

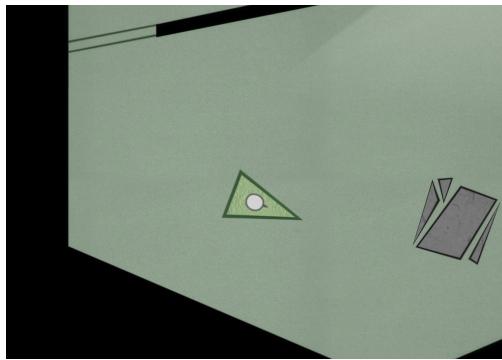
Medium Video Game

Release March 2013

Developed By SeeThrough Studios

Roles Lead Developer

Designer



Flatland: Fallen Angle

A neo-noir adventure set in a two-dimensional world

Medium Video Game

Release February 2012

Developed By SeeThrough Studios

Roles Creative Director

Programmer

Level Designer

Accolades Winner, Best Writing, Freeplay Awards 2012

it's atmospheric, smart and does a great job of the unusual melange of simple line-art, breathless Pac Man-esque outrunning of foes and a doomy, nuanced narrative.

— Alec Meer in *Rock Paper Shotgun*