

Paul Sztajer

All this and more can be found at pdyxs.wtf

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Who I am

I'm Paul Sztajer, a creative technologist. My favourite thing to do is to 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, instructional design, pedagogy, board game design, gamification
Product Development	Product Management, UX Design, Scrum/Agile processes
Programming	Primarily C# (Unity) and Javascript (React/D3). Have worked in Java, C, C++, python, php and more

Where I've worked

Equal Reality	
When	October 2018-Present
Roles	Developer
Equal Reality is a social enterprise which creates diversity and inclusion training in virtual reality, allowing its users to live the experiences of minorities and experience bias firsthand. I've primarily worked at Equal Reality as a developer, upgrading their design tools to allow them to release them to external creators.	
Dot	
When	July 2018-September 2018
Roles	Game Designer, Developer
Dot is a startup, working on things that haven't been released yet. I prototyped a location-based game to help launch their platform.	
Plan A	
When	June 2018
Roles	Designer, Developer, Business Analyst
Plan A is a social enterprise based in Berlin, which runs a data-driven crowdfunding platform for climate change. I did some early design and prototyping work for Plan A's platform , and helped them to determine the technology requirements of the platform.	
3P Learning	
When	February 2015-May 2018
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.	
Once I started travelling, I continued to work for 3P Learning as a Freelancer. As a part of that, I designed and developed Numbeanies .	

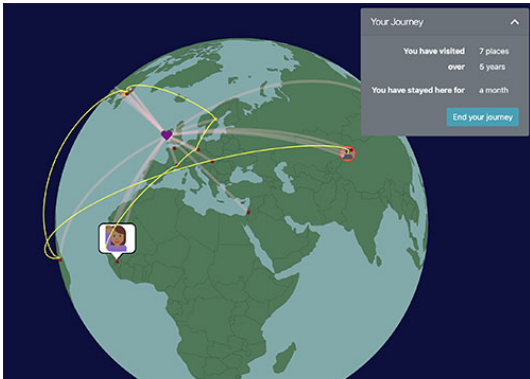
SeeThrough Studios

When March 2012-Present

Roles Founder, Producer

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

What I've made

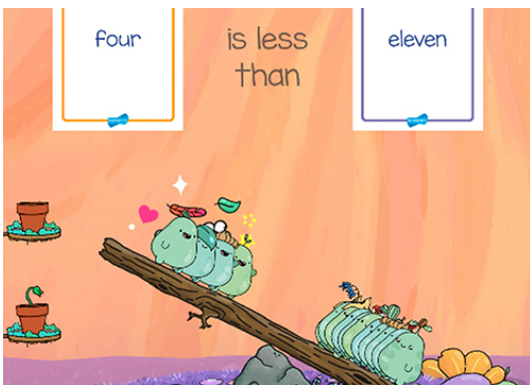


Where the Heart Is

A reflection on globalised life

Medium Interactive Art/Game

Role Creator



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

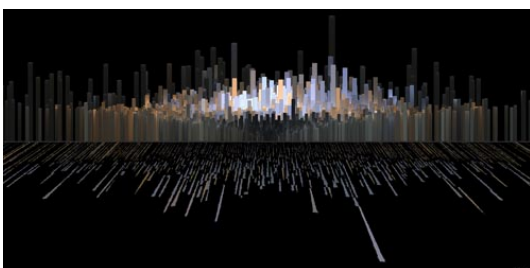
Season May-August 2017, Dulwich Hill, Sydney

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

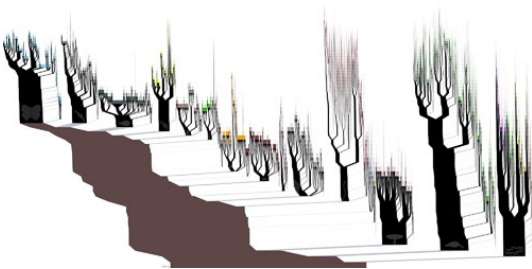
Released February 2016

Accolades Finalist in the 2016 Waterhouse Natural Science Art Prize

Exhibited at 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

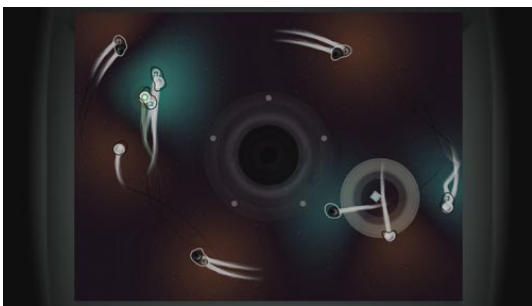
Medium	Data visualisation, artwork
Released	February 2016
Exhibited at	Art Heist, 2016 Art Attacks the Little Guy, 2016



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 at	Vivid Sydney, 2015



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.

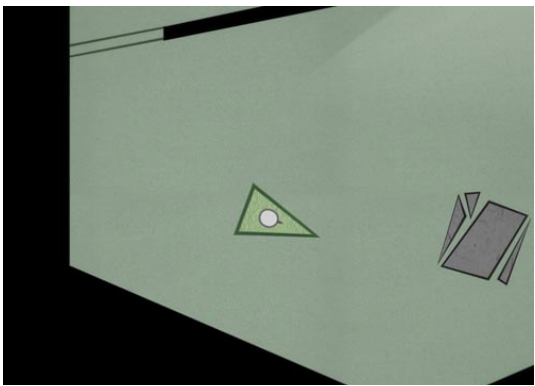
— Grant Howitt in [The Guardian](#)



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
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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](#)