

Stephen Curtis

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Skills

Programming Languages: C#, Processing (Java-based IDE)

Augmented Reality Development: Unity

3D Modeling, Animation and VFX: Blender, 3ds Max, ZBrush

Motion Graphics and Media Editing: Adobe Creative Cloud

Sound Design for Interactive Content: Ableton, Reaper, Pro-Tools

Creative Coding and Rapid Prototyping: Arduino

Experience

Freelance 3D Generalist/Unity Developer

September 2021 – Present

- **Situation:** Joined Peel Interactive, a small enterprise specialising in the art and heritage sectors, as a freelance 3D generalist to assist in producing mobile AR content, motion graphics and audio content.
- **Task:** Develop and implement interaction concepts, visual assets, narrative elements, sound design, and game mechanics for mobile apps, including the Dublin Discovery Trails for Dublin City Council.
- **Action:** Collaborated closely with the creative team, supported the Lead Developer with Unity C# AR development, produced quality 3D assets suitable for mobile, engineered Unity scenes for optimal performance, and independently managed remote work to meet project deadlines.
- **Result:** Successfully incorporated immersive content for a diverse range of apps (including Sunderland - Experience) that enhanced overall user engagement, ensuring timely handover to the Lead Developer for submission to app stores (Android, iOS) while consistently meeting deadlines and client expectations.

Assistant Lecturer - Coding for Art Module, University of the West of Scotland

February 2021 - May 2021

- **Situation:** UWS presented the opportunity to develop a course introducing students to coding for New Media Art.
- **Task:** Create and remotely deliver a comprehensive and engaging course structure, while handling administrative tasks in compliance with GDPR.
- **Action:** Developed the course syllabus covering a range of algorithm-based art and coding techniques, and taught the course remotely while actively providing tailored support to students as required.
- **Result:** Achieved positive student feedback and efficiently managed administrative responsibilities, culminating in successful delivery of the course.

Freelance Creative Technologist

June 2019 - Present

- **Situation:** Collaborated with a diverse range of clients to develop and install innovative multimedia experiences.
- **Task:** Implement the creation and installation of multimedia experiences, ensuring adherence to deadlines.
- **Action:** Led and co-led the creative design process by conceptualising and prototyping multimedia solutions. Conducted rigorous testing to refine designs and ensure functionality. Maintained close communication with clients throughout development. Provided hands-on technical support during live installations to address issues promptly and ensure seamless execution.
- **Result:** Delivered high-impact projects including a zoom-based remote interactive experience with sonic artist Adam Stearns (The Glad Foundation), a collaboration with experimental percussionist Stuart Brown for a reactive live a/v performance (Edinburgh Festival of Sound), mentoring panel participation (Edinburgh Jazz & Blues Festival) and volunteer productions for events at The Space, a local community arts centre.

Education

The Glasgow School of Art – BA Interaction Design, 2:1

July 2019

City of Glasgow College – HND Computer Art and Design, Grade A

July 2017

Aberdeen College – HND Sound Production, Grade A

July 2011