

Stephen Curtis

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Portfolio: <https://sjacurtis.github.io>

Technical skills:

- 3D modelling and animation (Blender, ZBrush, 3ds Max, V-Ray).
- Programming and scripting (C#, Java).
- Real-time and pre-rendered VFX.
- Cross-platform development for mobile (Android, iOS).
- AR/VR development utilising game engines (Unity 3D, Unreal Engine 4).
- Sound design/mixing for interactive content.
- Motion graphics, media editing and post-production within Adobe Suite.
- Creative coding and rapid prototyping (Arduino, Processing).

Experience:

Freelance 3D Generalist/Unity Developer – September 2021 to present:

- Producing mobile AR content for Peel Interactive, a small multidisciplinary enterprise specialising in the art and heritage sectors.
- As a 3D generalist, I work closely with the creative team to develop character, scenario and interaction concepts for live seasonal trail apps including Dublin Discovery Trails for Dublin City Council.

Key skills and responsibilities:

- Unity C# AR development and mobile app testing.
- 3D asset and VFX production for Unity.
- Specialising in character and organic rigging/modelling/animation.
- Narrative sequencing through Unity timeline animations.
- Optimisation of Unity scenes before handover to lead developer.

Assistant Lecturer – Coding for Art Module (UWS) – February 2021 to May 2021:

- Syllabus providing students with the fundamental concepts of algorithm-based art, and an introduction to a range of coding techniques used in the field of New Media Art.
- Developed full course structure and content emphasising a cross-platform methodology.
- Trained in administration for programme delivery including recording attendance, grading on UWS VLE and handling student's personal records in accordance with GDPR.

Freelance Creative Technologist – June 2019 to present:

- Close communication with clients throughout all stages with strict adherence to delivery deadlines.
- Self-sufficient freelance methodology including consistent and thorough maintenance of project, client correspondence and billing documentation.
- Flexible working times throughout client site installation and supervising interactive exhibits.
- Clients and projects include The Glad Foundation (Glad: Online, a collaborative zoom-based remote interactive multimedia experience), collaborations with experimental percussionist and session musician Stuart Brown developing a live a/v performance (Edinburgh Festival of Sound 2020), live concert streaming/mentoring panel discussion (Edinburgh Jazz & Blues Festival 2020), production of audio-reactive promotional assets (Electronic Glasgow 2019) and volunteer development producing interactive immersive experiences for events at The Space/Dream Machine, a local community arts centre.

Education:

BA Interaction Design, 2:1 (2017 - 2019)

HND Computer Art and Design, Grade A (2015 - 2017)

HND Sound Production, Grade A (2010 - 2011)

The Glasgow School of Art

City of Glasgow College

Aberdeen College