

# Tatyana Mustakos

[tatanamustakos.github.io](http://tatanamustakos.github.io)

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## Education

Carnegie Mellon University

Bachelor of Fine Arts

Concentration in Physical Computing

June 2019

## Honors

Carnegie Mellon Presidential Scholarship

Patricia Chotiner Traylor Endowed Scholarship

Dean's List

College of Fine Arts

United Federation of Doll Clubs Inc.

Featured in a magazine article for dollmaking

## Skills

Languages

Python

Java

JavaScript

HTML/CSS

C

Programs/Frameworks

Photoshop

Illustrator

Premiere Pro

Processing / P5.js

Jekyll

Other

3D printing

Sketching/illustrating

Rapid Prototyping

## Selected Coursework

60-216 Computing for Creative Practice

Exploration of new media arts with an introduction to numerous programs and skills. I learned skills in rapid prototyping, interactivity,

60-130 Clay Sculpture and Small Metals

Learned skills in traditional art including: welding, soldering, and woodworking. Developed my skill sculpting figures, and learned metal working skills. Worked with ceramics and porcelain, as well as copper. interactivity,

15-112 Fundamentals of Programming and Computer science

Learned valuable skills in computer programming such as application development, efficiency, and problem solving.

## Projects

Webcam Drawing - solo project - 2016

Designed and implemented using python with opencv. This drawing application takes in live data from a video feed of your desk surface. It tracks a designated pen and uses it to draw in real time on the digital canvas. You can also draw digitally, and create looping animations.

Modular people - solo project - 2017

Modular, jointed, people coded through OpenSCAD and printed through the MakerBot Replicator 2. This is a customization construction kit with changeable limb lengths, body width, and height. All the joints are the same size which allows construction of non humanoid entities and varying structures. All forms are constructed through additive and subtractive geometric shapes to form a human-like figure.

Melon Bread - group project - 2016

Served as co-director and lead artist for a cat collection simulation game. When you feed them fruits they transform and adopt characteristics of what they eat.

## Experience

Studio Assistant - July-August 2017

Worked as a Studio Assistant for Taeyoon Choi, Tega Brain, and Surya Mattu

Assistant Teacher - CoLab at Culture Hub - July 2017

Taught Html/CSS, p5.js, and story creation to middle schoolers in NYC.