SYLVIE BARTUSEK
Technical Artist

Demo Reel ↗
Creative Portfolio ↗

Summary

Creative technologist with a passion for temporal forms, experimentation, and software. Thrives in collaborative, fast-paced environments. 2+ years of 3D animation experience. Fast-learner with a strong desire to gain proficiency in new technologies.

Contact

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Work Experience

Volunteer Website Manager & Multimedia Designer ↗
College Park Community Food Bank
06/2024 - Present

- Redesigning page content for increased accessibility of website, including reducing text clutter, adding visuals, editing typography for increased visibility, and injecting code in **HTML** and **CSS** into SquareSpace for improved layout.
- Working with UX researchers to incorporate a **Figma** prototype into the site, and designing visual assets (thumbnails, banners) in **Affinity Photo**, for optimized site navigation.
- Leading a logo redesign project, by proposing a new brand identity focused on improved visibility, expanded visual language, and Spanish and English logos in **Affinity Designer**.
- Translating Spanish video interviews and adding in English subtitles for expanded reach of video content in **DaVinci Resolve**.

New Media (VR, AR, Sound) Coordinator ↗
Ivy Film Festival
09/2022 - 05/2024

- Led the New Media team towards organizing events, workshops, artist talks and festival events, including the New Media festival exhibition, film screenings and a public art installation contest.
- Reviewed New Media festival submissions with staff to ensure spotlighting of high quality work.
- Facilitated set up and supervising of featured New Media festival winners, consisting of 10 different artists working in sound, interactive art, projection, robotics, and VR environments, by sourcing and setting up the technology required, and working closely with the artists to help them achieve their vision.

Illustrator ↗
The College Hill Independent
09/2021 - 05/2024

- Illustrated 3-4 articles per cycle, collaborating with staff writers and editors to craft the visual identity of the given article, and editing my illustrations in **Adobe Photoshop** for amplified reader engagement
- Wrote and designed visual articles exploring my creative work using **Adobe InDesign** and **Photoshop** using visual editing and layout skills.

Education

Bachelor of Science (Sc.B)
Brown University
09/2023 - 05/2024
Visual Art
Computer Science
   Artificial Intelligence, Visual Computing
GPA: 3.63

Skills

Creative Software:
   Proficient: Maya, Arnold, Premiere, DaVinci Resolve, Photoshop, InDesign, Illustrator, REAPER, Max MSP
   Intermediate: Procreate, Ableton Live, Shotgrid, AfterEffects
   Some familiarity: Unity, Houdini

Relevant Courses:
   Advanced Animation Production, 2D Game Engines, Linear Algebra, Computers and Music, Seminar in Electronic Music: Real-Time Systems, Deep Learning, Intro to Software Engineering, Media Foundation, Drawing

3D Art skills:
   Body Rigs, Facial Rigs, Hair and Cloth Simulation, 3D Modeling, Lighting, Sound Design

Coding Languages:
   Python, Java, C++, C, C#, Linux, MEL, LaTeX, JavaScript, HTML, CSS

Languages:
   Fluent: English, French
   Intermediate: Spanish

Projects

Character Rigger, Lead VFX Artist ↗
Take Flight, Short animated film
09/2023 - 05/2024

- Led character rigging for the two main characters of the film in **Autodesk Maya**, including the daughter's face and body rig, and the father's face rig.
- Supported and guided animators with rigging, adjusting the rig at their request and debugging any problems.
- Storyboarded lit scenes, modeled and shaded assets, shot live action, laid out camera.
- Experimented with environmental simulations such as dynamically responsive flora.

Director (Individual Project) ↗
Inside is Outside, Audio-Responsive Character Animation Project
03/2023-05/2023

- Modeled and rigged a body in **Autodesk Maya**.
- Composed, recorded, and edited the film's score.
- Generated character animations that responded to signals from various audio tracks in the score, using a node network engineered in Maya.

Game Engineer, UI Designer ↗
Final Boss, 2D Game Engines final project
11/2023-12/2023

- Teamed with 3 collaborators to create a game from an engine developed from scratch in **Java** using **JavaFX**.
- Engineered software to allow for the easy and scalable creation of polished UI within the game engine, from upgrade menus, inventory systems, health bars, to setting controls.
- Created software supporting an interactive in-game sound system, with positional audio and live processing.
- Ran 3 sessions of playtests of the game, taking notes of the user experience and incorporating feedback into the next iteration of the game for an optimized experience.

Sound Engineer (Individual Project) ↗
Communal Spectre, Interactive Installation
11/2023-12/2023

- Created an interactive sound installation engineered using hidden electronics (constructed contact microphones, multi-channel outputs, audio interface), and software developed in **Max MSP** to process, record, and loop the sound of people walking across the flooring live.