



JOE STACHNIK

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EDUCATION

Ringling College of Art + Design, Sarasota, FL
B.F.A. Arts May 2013.
Major: Game Art + Design,
Minor: Business of Art + Design

Dallas Senior High School, Dallas, PA
Academic Diploma, June 2008
National Honor Society Member
First Honors

Hasbro Traditional Sculpture Workshop, Ringling College, Sarasota, FL

AWARDS

Best of Ringling

Ringling College of Art + Design, School-wide class portfolio showcase, Spring 2011, Spring 2012

SKILLS

Technical proficiency in Pixelogic ZBrush, Autodesk Maya, Adobe Photoshop, Illustrator, Premiere, Flash, Acrobat, XNormal, CrazyBump, Corel Painter 11, Alchemy, Microsoft Office programs, and Unreal Development Kit. Abilities in observational figure representation, anatomy rendering, environment drawing/painting, and traditional clay sculpture. Adept with Watercolor, Acrylic, Charcoal, Wax Pastel, Colored Pencil, and Ink traditional medium techniques. Well versed in organization and task management. Ready to strategize and implement.

DESIGN & LEADERSHIP EXPERIENCE

Game Developer's Conference, *Conference Associate*, San Francisco, California

Helping hand to over 15,000 attendees of the conference in making sure all their needs were met. Managed session gates and doors, checked attendee badges, led attendees through the conference floor, and technically and personally assisted a variety of speakers in a dedicated, expectation-exceeding, friendly manner.

March 2010, March 2011, March 2012

Harvard iD Gaming Academy, *Instructor*, Cambridge, Massachusetts

Instructed and advised 16 students in learning basic design principles, level design, set-dressing, lighting and filmic shot composition using the Unreal Development Kit. Heavily emphasized artistic approaches to level design while also providing knowledge to make those worlds technically functional and professionally presentable.

August 2011

Ringling College of Art and Design, *Teaching Assistant*, Sarasota, Florida

Supported faculty teaching 120 Pre-College summer high school students. Tutored and advised students in Game Art and Design using Unreal Development Kit and 3D asset creation for games, and 2D design using Photoshop.

Summer 2010, Summer 2011

Wegmans Food Services, *Sign Craft / Front End Employee*, Wilkes-Barre, Pennsylvania

Designed and hand-crafted signs for use throughout the Wegmans store, including employee notices, advertisements, environmental showcases, and sales. Heavily emphasized graphic design and communication.

November 2006 – present

Ringling College of Art and Design, *Capoeira Fitness Instructor*, Sarasota, Florida

Instructed an intense cardio fitness class in which attendees learned the basic form, kicks, and dodges of the Afro-Brazilian martial art of Capoeira in an immersive and full-contact setting.

September 2009 – present

PERSONAL

An idealist who wants to get away with it. Annual member of the Ringling Game Design Club. Involved in many physical fitness routines including running and martial arts. Recreational writer and blogger. Too organized.

PORTFOLIO & REFERENCES AVAILABLE UPON REQUEST