

Sam Stevens

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EDUCATION

Salzburg University of Applied Sciences (FH Salzburg)

Salzburg, Austria

Master of Arts (MA) in Realtime Art & Visual Effects (In Progress)

- Specialization in Environment Art & World Building with UE5, Houdini & ZBrush.
- Coursework in Environment Art & World Building, Realtime VFX, Procedural Modeling, UE5 Blueprints, Photogrammetry, Python Coding, Technical Mathematics, Concept Development & AI Prompt Engineering.

University of Colorado Boulder

Boulder, Colorado

Bachelor of Arts (BA) in Media Production, Minor in Creative Technology and Design

- Graduated Summa Cum Laude
 - Made Dean's List at CU Boulder (Last 3 Semesters)
 - Major GPA 3.968 | Cumulative GPA 3.743
 - Completed coursework in Immersive Media Production, VR Software Development, Design, Game Design, Computer Science, Astronomy, Psychology, Philosophy, Business & Media Studies as well as coursework in Spatial Audio & Ambisonics including training on a 40:4 Speaker Array utilizing Dante.
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SKILLS & EXPERTISE

Software Skills: Adobe Premiere Pro, After Effects, Photoshop, Unreal Engine (UE5), Houdini, Cinema 4D, ZBrush, Redshift, Blender, Substance Painter, Substance Designer, Illustrator, Unity, RealityCapture, Metashape, Notch, Medialon, Resolume, Ableton, Pro Tools, Adobe Audition, Visual Studio, Wordpress, Stable Diffusion, Midjourney, DigitalSky, OpenSpace, SkyVision Slicer, Actor, Delta, Compere, Jira, Mecabricks, Manifold.xyz & Web3 Platforms

Programming Languages: C#, JavaScript, Python, C++, HTML, CSS, PowerShell, Z shell, Delta, Medialon

CERTIFICATES

MORPHOS Fulldome Artist-In-Residency 2016

Unity Certified Developer 2018

PROFESSIONAL EXPERIENCE

Creative Director / 3D Artist / Designer / Filmmaker / 360° Photographer / Photogrammetrist

Independent Artist

01/01/2008 – Present

- Director, Producer, Cinematographer, 3D Artist & Composer of *Keep Searching*, an immersive film & 360° visual album distributed by REEF for planetariums worldwide. Premiered at the Fiske Planetarium in 2023.
- Director, Producer, Cinematographer & Composer of the highly anticipated visual album, *90 Nights In Europe*.
- Environment Artist & 360° Photographer for IRLArt's Decentraland Metaverse build of Sonic Bloom festival.
- Designed & co-developed a custom-built Unity app for Fulldome VJing in digital domes & planetariums.
- Visual artist & VJ performing at large festivals & concerts including Decadence Denver & Red Rocks Museum.
- Invented & programmed an interactive Fulldome art installation that toured six sold-out music festivals.
- Founded & managed a solo art gallery in Silverton, Colorado for three years & exhibited at numerous festivals.
- Designed album artwork for twelve professional studio albums to date.
- Designer, Photographer & Author of the first photography book to feature one hundred 360° panoramas.
- Illustrated & co-authored a book that teaches kids how to read & play music using color coded xylophones.

Senior Systems & Support Engineer

7thSense supporting Sphere in Las Vegas

12/04/2023 – 1/30/2024

- Provided on-site support for the advanced media servers powering the Sphere Las Vegas. Provided support for multiple sold-out U2 performances & back to back screenings of Postcard From Earth.
- Designed multiple AV show controllers with Compere, Delta, Actor, & Medialon.

Founder / Producer / Lead Video Editor / VFX Artist**Spectra Studios****01/01/2023 – Present**

- Spearheaded Fiske Planetarium's first animated, interactive film *Postcards from Rosie*, working as the Producer, Lead Video Editor, VFX Artist, Animator, Concept Artist, Sound Designer & Audio Engineer.
- Lead Video Editor contracted to produce the 16:9 conversion of Fiske's Fulldome film, *5000 Eyes*.
- Lead Video Editor contracted to produce the 16:9 conversion of Fiske's Fulldome film, *Voyagers*.
- Video Editor & Fulldome Consultant for Chambers of AWE's new Fulldome film, *Qualia*.

Founder / Creative Director / Environment Artist / VR Developer**Peaceful Places, LLC****01/01/2015 – Present**

- Designed, developed & shipped the *Peaceful Places* VR app, available on the Oculus Store.
- Created all of the designs, level art, UI & VFX for Peaceful Places VR. Created all of the 8K 360° photography.
- VR Startup founder with three years of experience managing a team of developers, marketers & audio engineers.
- Co-wrote a grant with a leading research institution to launch a pilot program & form a partnership.
- Demoed Peaceful Places in various medical settings with patients & provided a ten-day license for patients to use Peaceful Places during chemotherapy treatments at UC Health in collaboration with the non-profit organization, Musicians For Health. Provided a license for Psychologists at a leading research institution to use Peaceful Places in their research measuring the effectiveness of VR in PTSD treatments for U.S. Veterans.

Producer / Lead Video Editor / VFX Artist / 3D Animator**Fiske Planetarium – University of Colorado Boulder****02/01/2019 – 10/31/2023**

- Producer, Lead Video Editor, 3D Animator, & VFX Artist on Fiske's Fulldome film *Cosmic Mashups*.
- Assisted director in optimizing 3D animations in C4D + Redshift. Managed in-house 24/7 render farm, produced trailer, poster & all of the promotional materials for Fiske's Fulldome film, *Forward! To The Moon*.
- Lead Editor, Cinematographer, & VFX Artist on Fiske's Fulldome film, *Climate Change In Our Backyard*.
- 2D Animator, Character Designer & Video Editor on Fiske's Fulldome film, *Worlds of Curiosity*.
- Provided consulting on the technical aspects of Fulldome filmmaking for two films under the *MOSAiC* project.

Website Developer / Student Researcher**Wave-induced Atmospheric Variability Enterprise, a NASA Drive Science Center****05/01/2021 – 05/01/2022**

- Assisted the Director of the Fiske Planetarium in writing a grant proposal that was submitted to NASA.
- Assisted the Director of Fiske in the development of an Undergrad Research Experience at CU Boulder.
- Redesigned & maintained the official WAVE website using WordPress.

Composer / Multi-instrumentalist / Electronic Music Producer / Sound Designer / Immersive Audio Engineer**Independent Musician****01/01/2002 – Present**

- Composed, professionally recorded & live performed eight full-length studio albums. Ninth album in progress.
- Performed original music and simultaneously VJ'd original Fulldome visuals for several planetarium concerts.
- Sound Designer for two VR applications, four Fulldome films & a touring immersive art installation.
- Leader of five rock bands - booking, managing & promoting all concerts, tours & recording sessions.
- Produced a special ambisonic mix with original sound design & music I composed for a Spatial Audio Exhibition on CU Boulder's B2 Center for Media, Arts & Performance's 40:4 speaker array. Received intensive training on the AV system with a 360° projection mapped theater utilizing Dante Networking to power the 40:4 speaker array. VJ'd live 360° visuals in the immersive projection mapped theater using Resolume to add realtime VFX & rendered particle FX layered over my original hand-stitched 360° photography.
- Several years of experience as a Live Sound Mix Engineer for bands & DJs performing at sold-out concerts.
- Assisted producers in recording sessions for three full-length albums in professional music recording studios.

AWARDS & GRANTS

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| Awarded Decentraland Subgrant to work as an environment artist on IRLArt's Sonic Bloom Metaverse | 2022 |
| Awarded three grants to support my art practice & the production of my first Independent film, <i>Keep Searching</i> | 2022 |
| Awarded Winner of University of Colorado Boulder's New Venture Creation Course Pitch Competition | 2020 |
| Awarded Best of Show - Durango Autumn Arts Festival | 2011 |