

STEPHANIE ANDREWS

www.stephnet.org

EDUCATION

- 2015 - current **PhD Candidate**, Strategic Composition of Non-Naturalistic Stereoscopic Spatiality in Virtual Reality.
[RMIT University](#), Melbourne, VIC. Australia (Full Scholarship)
[Deakin University](#), Melbourne, VIC. Australia (Full Scholarship)
- 2003 **Master of Fine Arts**, Art and Technology (Partial Scholarship Award)
[School of the Art Institute of Chicago](#), Chicago, IL. USA
- 1998 - 2001 **Postbac Studies**, Improvisation, Video, Photography, Kinetic Sculpture.
[University of California Berkeley](#), [Pixar University](#), [Crucible Center for Industrial Arts](#), [Bay Area Theatresports](#), San Francisco Bay Area, CA, USA
- 1996 **Bachelor of Arts**, Visual Arts (National and Art Honor Societies)
[University of Washington](#), Seattle, WA. USA
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WORK

- 1992 - 2018 **Media Artist**
VR, kinetic sculpture, projections, digital media, video, installation, light, environmental, performative.
www.stephnet.org, USA/Australia
- 2015 - 2018 **Creative Director**. Virtual Reality design and user experience.
[LiminalVR](#), Melbourne, VIC. Australia
- 2014 **Lecturer in Concept Design, Programming**. Multimedia Program.
[RMIT University](#), Melbourne, VIC. Australia
Lecturer in Animation. Animation and Motion Capture Program.
[Deakin University](#), Melbourne, VIC. Australia
Lecturer/Curriculum Designer in Interactive Media, UX, and 3D. Digital Media Program.
[Billy Blue College of Design](#), Melbourne, VIC. Australia
- 2012 - 2013 **Lecturer in 3D Graphics and Animation**. Bachelor of Art in Animation and Interactive Media Program. [RMIT](#), Melbourne, VIC. Australia
- 2012 - 2013 **Founder and CEO**. 3D Printing Software. [Fabbit](#). Seattle, WA USA and Melbourne, VIC Australia.
- 2009 - 2018 **Co-founder, 3D Artist, Developer**. Second Life Virtual World Marketplace.
[Weather! or not?](#) and [Buildy Bits](#). International/Online
- 2004 - 2010 **Assistant Professor**, Center for Digital Arts and Experimental Media
[University of Washington](#), Seattle, WA. USA

- 2003 – 2004 **Adjunct Professor**, Department of Art and Technology
School of the Art Institute of Chicago, Chicago, IL. USA
- 2004 **3D Graphics/VR Consultant**, Department of Physics
University of Chicago and Adler Planetarium, Chicago, IL. USA
- 1996 – 2000 **Technical Director 3D Animation**, Layout, Modeling, and Lighting
Departments, Pixar Animation Studios, Point Richmond, CA.
- 1996 **Graphic/Animation Designer**, University of Washington Television
University of Washington, Seattle, WA. USA

PRESENTATIONS / PUBLICATIONS

- 2017 **Fractured Space and Multiple Realities in VR**. Monash Sensilab. Melbourne, VIC.
- Invited speaker, regional event.
Introduction to Virtual Reality. Kew Public Library. Melbourne, VIC.
- Invited speaker, regional event.
- 2016 **State of the Industry – Virtual Reality**. PAX Australia. Melbourne, VIC. Australia.
- Invited panelist, national event.
The Making of the Melbourne Central Shot Tower Virtual Reality Experience. Unite
Unity Developers Conference. Melbourne, VIC. Australia.
- Competitive application for presentation.
Virtual Reality for Education and Training. RealWorld VR Industry Night. Melbourne,
VIC. Australia
- Invited speaker, regional event.
Virtual Reality and Artificial Intelligence. BuzzConf Nights. Melbourne, VIC. Australia
- Invited speaker, regional event.
- 2015 **Duet – Improvising Spatial Dialogues with an Artificially Intelligent Agent**. Spatial User
Interface Conference. Los Angeles, CA. USA
- Peer reviewed double blind publication and presentation.
Design and Marketing in the Virtual World, Pause Fest, Melbourne, VIC.
- Invited speaker, national conference.
Introduction to Virtual Reality. Code Like a Girl AU. Melbourne, VIC. Australia.
- Invited speaker, regional event.
Stephanie Andrews – Artist Talk. MediaLab Melbourne. Melbourne, VIC. Australia.
- Invited speaker, regional event.
- 2013 **Motion Capture and Animation**, Render Conference, Melbourne International
Animation Festival, Melbourne, VIC.
- Invited speaker, international conference.
- 2012 **Regional Variations**, Session Chair. Freeplay Independent Gaming Conference.
Melbourne, VIC.
- 2009 **Accretion: Vision and Process**, Invited speaker. Pacific Northwest dorkbot, 911 Media
Arts. Seattle, WA.

- 2008 **Relationships Between Art and Technology**, Redmond Digital Arts Festival. Invited Speaker.
Digital Stereoscopic Cinema at the University of Washington, National Stereoscopic Association Theater. Presentation of work. Miami, FL
Science and Art, Science Studies Network, Invited Speaker. University of Washington, Seattle, WA.
- 2007 **The World in Motion: Animation in Theory and Practice**, UW Teaching and Learning Symposium Poster session (with Phillip Thurtle)
Image: Iceland, Invited speaker. UW Comparative History of Ideas
DXARTS Overview, Invited speaker. Bellevue School District Multimedia Advisory Board
- 2005 **Text as Object in New Media Arts**, Invited speaker. UW Textual Studies
Introduction to Digital Arts and Experimental Media, Invited speaker. School of Art, UW
New Dimensions in Experimental Media Art, Invited speaker. UW Communications Tech-Society
Animation and Illumination – Works by S. Andrews. Invited speaker. Film Board of Canada, Montreal, Canada.
- 2004 **2004 Chicago Motion Graphics Film Festival**, Invited juror. Chicago, IL.
Lite in Site. Invited speaker. Machine Design Group, UW Department of Architecture
Lite in Site, Invited speaker. Pacific Northwest dorkbot, Center on Contemporary Art. Seattle, WA.
Cosmos: Virtual 3D Cosmology in Public Science Museums, VR for Public Consumption IEEE VR 2004. Andrews, Stephanie, et. al. International juried presentation. Chicago, IL.
NanoGraffiti: Mark-Making on the Molecular Landscape, Subtle Technologies. International juried presentation. Toronto, Canada.
- 2003 **Burning Man Friends and Family**, Slide Circle Seminar #6. Invited performative presentation. 1926 Gallery, SAIC, Chicago, IL.
- 2002 **The Hall of Possible Selves**, Drama in the Desert. Documentary book/dvd, featured work. Raised Barn Press, San Francisco, CA.
The Hall of Possible Selves, Leonardo Magazine Online. Featured work. MIT Press. Cambridge, MA.

VIRTUAL REALITY / METAVERSE INDUSTRY

- 2018 **Liminal Mobile VR Application Platform**. International Android/Oculus release. LiminalVR. Melbourne, VIC.
Splat. Mobile VR psychology/neuroscience application. LiminalVR. Melbourne, VIC. Creative Direction, UX
- 2017 **Pixel's Escape**. Deakin Open Day 2017 interactive VR Experience. Melbourne and Geelong, VIC. Creative Direction, UX, Lighting
Ripple Effect. Mobile VR psychology/neuroscience application. LiminalVR. Melbourne, VIC. Creative Direction, UX
Ion. Mobile VR psychology/neuroscience application. LiminalVR. Melbourne, VIC. Creative Direction, UX
Sublime. Mobile VR psychology/neuroscience application. LiminalVR. Melbourne, VIC. Creative Direction, UX

- 2016 **Liminal360 Virtual Reality Architectural Visualization.** The District Festival. Abu Dhabi, United Arab Emirates.
Melbourne Shot Tower Virtual Reality Experience. Melbourne Central. Melbourne, VIC. Australia. Competitive client award. Creative Direction, UX
- 2015 **PuzzleSpace, FindIt.** Mobile VR psychology/neuroscience application prototypes. LiminalVR. Melbourne, VIC. Creative Direction, UX
- 2010 - 2018 **Buildy Bits, Second Life Marketplace**
- International Virtual Marketplace merchant/designer.
- 2009 - 2018 **Weather! or not?, Second Life Marketplace**
- International Virtual Marketplace merchant/designer.
- 2004 - 2008 **Apache Point Observatory Walkthrough.** Virtual environment for web and stereoscopic projection.
- Designer and technical lead, online access, international resource.

3D ANIMATED FEATURE FILMS

- 1999 **Toy Story 2,** Pixar Animation Studios. Point Richmond, CA.
- Technical Director – Layout, Set Dressing, 3D Modeling, Art Design.
- 1998 **A Bug's Life,** Pixar Animation Studios. Point Richmond, CA.
- Technical Director – Master Sequence Lighting, Shot Lighting.

RESEARCH GRANTS / AWARDS

- 2008 **Wynn Newhouse Award:** Nominee. National Juried Competition.
National Stereoscopic Association: Special Award for Innovation in the Medium
- 2007 **\$2,000 – Research/Teaching Travel Grant: Iceland.** Simpson Center for the Humanities/Danz Fund, Award for excellence in research/teaching integration.
\$2,000 - Danz Course Curriculum Development. Simpson Center for the Humanities. Development of HUM 203, World in Motion: Animation in Theory and Practice.
- 2006 **\$164,000 - Immersive Cinematic 3D Toolkit.** Student Technology Fee Grant
3D stereographic HD capture and projection system for research and development.
- Head of Research/Faculty Supervisor.
- 2005 **\$37,000 - Stereoscopic and Lenticular Imaging Using Integrated 3D Production Process.** Royalty Research Fund, University of Washington, Seattle, WA.
- Principle Investigator.

MEDIA / ARTS EXHIBITIONS

- 2018 **Shards, Ghost Forest.** The Town Festival. Regional Victoria.
- Participating artist, VR installation.
Ghost Forest. Museum of Other Realities. International/Online.
- Invited Artist.
- 2017 **Shards.** Monash Sensilab. Melbourne, VIC.
- Invited artist, regional event.
Fruitbat. Burning Seed Festival. Wagga Wagga, NSW.
- Performative work.
- 2016 **Duet – Improvising Spatial Dialogues with an Artificially Intelligent Agent.** Melbourne Knowledge Week. Melbourne, VIC. Australia
- Juried local exhibition.
Duet – Improvising Spatial Dialogues with an Artificially Intelligent Agent. Geelong After Dark. Geelong, VIC. Australia
- Invited artist, local exhibition.
Shards. BuzzConf Festival. Ballan, VIC. Australia.
- Juried regional exhibition.
Shards, Ghost Forest, Stereo Spheres. Deakin Intelligent Systems Research Institute. Waurin Ponds, VIC.
- Invited artist, local event.
Shards. Deakin VR Humanities Interest Group. Burwood, VIC.
- Participating artist, local event.
Christina’s Reality. Twitter/online. Image manipulation.
- 2015 **Duet – Improvising Spatial Dialogues with an Artificially Intelligent Agent.** MediaLab Melbourne. Melbourne, VIC. Australia
- Juried local exhibition.
Radical Self Expression, Volume 1, The Early Years. Melbourne Decompression. Performative work. Melbourne, VIC. Australia.
- 2014 **These Panoramas are Broken on Purpose,** Captain Palette, Melbourne, VIC
- Invited artist, local exhibition.
- 2013 **Burning Woman Effigy,** Burning Seed Festival, Matong State Forest, NSW
- Surface design lead, invited artist, collaborative project.
- 2012 **Rembihnutur,** Tunnel Vision. Melbourne, Australia.
- Juried local video exhibition.
Marshmallow. Second Life Burning Man Festival. International/online.
- 2011 **Fed Square Squared,** Melbourne Reimagined, State Library of Victoria, Melbourne, VIC
- Juried local exhibition.
Icarus and the Phoenix. Second Life Burning Man Festival. International/online.
- Online exhibition.
- 2010 **Shapeshifters Union.** Second Life Metaverse. Online/international.
- Lead Artist, participatory performative work.

- 2009 **Further**. Second Life Metaverse. Online/international.
- Independent performative work.
- 2008 **Sterna Paradisaea – work in progress**, National Stereoscopic Association Theater. Grand Rapids, MI.
- National conference and exhibition, participating artist.
Accretion: selected images, VSA ARTS Derivative Composition, Kennedy Center Gallery, Washington, DC.
- National juried exhibition.
- 2006 **Then**, SensAble Spaces. Stereoscopic image sculpture. Reykjavik, Iceland.
- International juried exhibition, sole US representative.
Night Becomes Us, National Stereoscopic Association Gallery. Stereography series. Miami, FL.
- National conference and exhibition, participating artist.
Arctic Tern, Critical Massive. Site specific video installation. Mt. Vernon, WA.
- Regional event, participating artist.
Solstice Garden, Critical Massive, Site specific light installation. Mt. Vernon, WA.
- Regional event, participating artist.
- 2004 **We Now Return You to Your Regularly Scheduled Programming**, Media(tion). Video documentary. Doncaster Art Gallery, South Yorkshire, UK.
- International juried exhibition, sole US representative.
We Now Return You to Your Regularly Scheduled Programming, This is for Real: War and the Contemporary Audience. Video documentary. SAC Gallery, Stony Brook University, NY.
- National juried exhibition.
Selected Works - Evolution. Various 2D works. Gallery Cabaret, Chicago, IL.
- Solo exhibition, invited artist.
World Tree, SynchroniCity 2004. Site specific light installation. Land Between the Lakes, KY.
- Regional event, participating artist, featured work.
- 2003 **Urban Jungle**, Carousel #3. Photography series slide show. Garfield Park, Chicago, IL.
- Local event, invited artist.
2001: Odyssey Revisited. Digital image and sound installation. Gallery 2, Chicago, IL.
- MFA Research and Creative Production Thesis Exhibition.
SynchroniCity 02 Documentary, Video documentary. The Hideout, Chicago, IL.
- Fundraising event, invited artist.
- Syncopated Decay**, Synchro Jam, Image projections. Gallery Cabaret, Chicago
- Local arts event, participating artist.
Josh, In Love in War. Video installation. Ill Measures, Chicago, IL.
- Local arts event, participating artist.
That Dream, private performance. Warner Robbins, GA
Lightening Rod, Beacon, Burning Man Festival. Neon sculptures, Black Rock City, NV.
- International arts event, participating artist.
Trance, Rays of Light. Computer-controlled neon sculpture. Lightology Gallery, Chicago, IL.
- National juried exhibition.
Dragonfly, SynchroniCity 2003. Site specific collaborative installation. Land Between the Lakes, KY.
- Artistic Lead, regional event, featured work.

- 2002 **Lifeblood**, Winter Show. Computer-controlled hydrosculpture. SAIC, Chicago, IL.
- Juried institutional exhibition.
- Luminous Textures**, Dancing the Veil. Wildlife Refuge, Kansasville, WI.
- Regional event, participating artist.
- Think Tank**, Code. Computer-controlled hydrosculpture. 1926 Gallery, SAIC, Chicago, IL.
- Juried institutional exhibition.
- SynchroniCity 02 Documentary**, Video documentary. Chicago, IL.
- Piasa**, SynchroniCity 2002. Collaborative sculpture. Wildlife Refuge, Kansasville, WI.
- Regional event, featured work, neon design and fabrication.
- A Look on the Bright Side**, Animated neon environment, collaboration. Gallery X, SAIC, Chicago, IL.
- Juried institutional exhibition. Project Director.
- Untitled Sculpture**, Neon Invitational. Collaboration. University of Wisconsin, Madison, WI.
- Invitational national exhibition.
- 2001 **Bubble Screen**, Interface. Computer-controlled hydrosculpture. CCAC, Oakland, CA.
- Juried Institutional exhibition.
- Dominoes 2001, Deathtoll, 9/11 Response**. Sculptures. CCAC, San Francisco, CA.
- Institutional exhibition, participating artist.
- Burning Man Photography, Luminous Textures**. Crystal Palace Costume Ball. San Francisco, CA.
- Crystal Palace, Chandelier**, Burning Man Festival. Temporary architecture. Black Rock City, NV.
- 2000 **Luminous Textures**, Decompression 2000. Image projection installation. Cocomo, San Francisco, CA.
- Luminous Textures, The Hall of Possible Selves 2000**, Burning Man Festival, Black Rock City, NV.
- Burning Man Photography – Selections**, Burning Man Website and Slide Registry, www.burningman.com, San Francisco, CA
- 1999 **The Hall of Possible Selves**, Burning Man Festival. Sculptural light installation. Black Rock City, NV.
- International juried competition, 14,000 attendees. Featured work.
- 1998 **Baby**, Pixar Employees Annual Art Show, Short film, Camerawoman, Point Richmond, CA.
- 1996 **Fish Schtick**, UWTV. 3D computer animated short, University of Washington, Seattle, WA.
-Lighting and Layout artist, Technical Director.
- 1992 **Insides**, The OK Hotel Installation Gallery, Installation piece, Seattle, WA.
-Local juried event.

CURRICULUM DEVELOPMENT

- 2014 **Curriculum Designer in Interactive Media, UX, Video, and 3D**. Digital Media Program. Hybrid Online/Contact courses.
[Billy Blue College of Design](#), Melbourne, VIC. Australia.

- 2007 **The World in Motion: Animation in Theory and Practice**, Innovation grant for Curriculum design (with Phillip Thurtle)
University of Washington Center for Digital Arts and Experimental Media.
Seattle, WA. USA.
- 2004 - 2006 **Creation of 3Space courses content and structure:** specialization sequence in 3D graphics and experimental art.
University of Washington Center for Digital Arts and Experimental Media.
Seattle, WA. USA.
- 2004 **Degree Structure Curriculum Design.** Bachelors in Digital Media and Experimental Arts. Creation and design of entire degree with three other faculty members.
University of Washington Center for Digital Arts and Experimental Media.
Seattle, WA. USA.

ACADEMIC SERVICE / ADVISING

- 2013 - 2014 **Undergraduate Thesis Supervisor.** RMIT University BAIM program.
- 2009 **Graduate Student Representative**, Ileana Marin, English
General Exam Committee Member, Heather Raikes, DXARTS
- 2008 **General Exam Committee Member**, Max Keene, DXARTS
General Exam Committee Member, Eunsu Kang, DXARTS
General Exam Committee Member, Noel Paul, DXARTS
- 2007 - 2009 **Council Member**, Faculty Council on Educational Technology
- 2005 - 2007 **Chair**, DXARTS Curriculum Committee
Member, DXARTS Raitt Hall Facilities Committee
Representative, Faculty Senate
- 2005 - 2006 **Faculty Liaison**, UW Libraries Digital Arts Holdings Initiative
Graduate Student Representative, Terrance Schenold, CHID
General Exam Committee Member, Ewa Trebacz, DXARTS
General Exam Committee Member, Pete Moss, DXARTS
- 2004 - 2005 **Committee Member**, School of Drama Faculty Search
Advisor, DXARTS BFA majors

FUNDRAISING / COMMUNITY LEADERSHIP

- 2014 **Assistant Director**, Burning Seed Festival Art Department (Artery)
Voting Committee Member, **Art Grants**. Burning Seed Festival Art Department (Artery)
- 2010 **\$3,700 - National Wildlife Federation Oilspill Recovery Fund.** Operation Squeegie. Raised and donated via fundraising events and merchandise on Second Life platform.

- Founder, Director of Operations

2008 - 2009 **Board Member, invited.** 3D Center of Art and Photography, Portland, OR. USA.

2001 **\$2,400 - Crystal Palace Costume Ball Fundraiser**, Raised funds for Crystal Palace Art Theme Camp, San Francisco, CA.
- Director, Event Coordinator.

1999 **Firetown Art Camp**, Coalition of 80 artists exhibiting at Burning Man, San Francisco, CA. and Black Rock City, NV.
- Co-Director.