

# steven : j : kubiak

Please Contact  
for Address and Phone  
steve@stevekubiak.com www.stevekubiak.com

## Statement

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An aspiring graphic artist with a strong and balanced background in the digital realm and mathematics. Strong skill set suited to lighting, shaders, animation, and fine detail work. Excellent multitasking and time management skills with an intent goal of punctuality and quality.

## Education

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*2003 - 2008* *Clarkson University* *Potsdam, NY*

BS Digital Arts and Sciences; BS Applied Math and Statistics

- Teaching Assistant for Digital Studio I & II
- Minor in Engineering Studies
- Dean's List
- Member of the First Graduating Class in the DABS major, worked closely with faculty as a student consultant

## Experience

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*2007* *Liberty-IRM* *www.liberty-irm.com* *Potsdam, NY*

Web Designer

- Responsible for creation of customized designs to be shown to customers
- Other responsibilities include border design and logo creation

*2006 - 2007* *SurferNetwork* *www.surfernetwork.com* *Flander, NJ*

Graphic Designer

- Logo and Web Design For a Large Company including multiple revisions and weekly meetings

## Skill Set

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Experience in Polygon / NURBS Modeling, UV Texturing, Lighting, Particle Effects      Special Focus in Lighting, Shaders, Sub-Surface Scattering

- Adobe Creative Suite 2
- Autodesk 3DS Max, Maya 8.0
- Curious Labs Poser 6.0
- Custom Computer & Networking Solutions
- DAZ Productions Bryce 5.5
- Macromedia MX Suite
- Programming, Database, Markup, Scripting Languages  
[e.g. C++, CSS, HTML, JAVA, MySQL]

## Activities

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- Participant in the Apple Insomnia Film Festival 2007
- Current ACM SIGGRAPH Member #7191386
- Founding Member of the Clarkson Chapter
- Participant in the Open Beta for Fiesta by Outspark
- Hired by Clarkson University to Produce Promotional Films, as well as working with other faculty / staff for various video projects
- Strong Background in Photography