



Patrick Stelmach



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Career Summary

Both a software developer and 3D artist. Thoroughly experienced with the full 3D pipeline, both personally and professionally. Well versed with Agile Software Development and Object-Oriented Design. Working remotely without issue for over 5 years. You can see my work at www.patrickstelmach.com.

Education

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| Kutztown University <i>Master of Science in Computer Science</i> | Kutztown, PA May 2022 GPA – 4.00/4.00 |
| AnimSchool <i>Certificate in 3D Character Development</i> | Online September 2017 GPA – 4.00/4.00 |
| Drexel University <i>Bachelor of Science in Animation and Visual Effects</i> <i>Minor in Fine Art</i> | Philadelphia, PA June 2015 GPA – 3.60/4.00 |

Work Experience

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| Gateway Ticketing Systems <i>Developer II</i> | Gilbertsville, Pennsylvania March 2020 to Present |
| <ul style="list-style-type: none"> • Design new features for flagship product • Debug and solve client reported issues • Create, track, and solve issues for software bugs • Assist members in other departments in diagnosing and solving problems | |
| BioDigital Inc. <i>3D Medical Artist</i> | New York, New York June 2017 to March 2020 |
| <ul style="list-style-type: none"> • Created complex and accurate 3D models and animations of human anatomy • Designed and constructed rigs for a wide range of medical devices • Produced multiple scripts for automation and efficiency • Spearheaded remote worker system, increasing company’s potential talent pool • Trained art team on new programs and techniques | |

Relevant Coursework

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| Discrete Mathematics I Discrete Mathematics II Data Mining I | Computer Science I Computer Science II Data Mining II | Data Structures Data Structures II Operating Systems |
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Skills

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| Proficient in C++, C#, and Python Autodesk Maya ZBrush | Microsoft Visual Studio Delphi Studios Microsoft PowerPoint | Adobe Photoshop Adobe Illustrator Adobe After Effects |
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