Patrick Stelmach

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Career Summary

Both a software developer and a 3D artist. Well versed with Agile Software Development and Object-Oriented Design. Master's Thesis centered on creating and documenting a uniquely designed and programmed plugin for a professional 3D software in C++. Thoroughly experienced with the full 3D pipeline, including modeling, rigging, texturing, and lighting. Working remotely without issue for over 8 years and willing to work in office. You can see my work at www.patrickstelmach.com.

Work Experience

Gateway Ticketing Systems, Inc.   Gilbertsville, Pennsylvania
Software Developer   March 2020 to June 2024
- Designed new features for globally used ticketing software
- Created, tracked, and solved client and internally reported software issues
- Worked closely with customers to develop and stylize custom touchscreen kiosks
- Helped design and implement a dynamic pricing system with a hybridized central cache
- Wrote and updated detailed documentation, both for cross department and customer consumption
- Designed and created a distributed load testing system and other automation tests
- Interviewed and trained interns and new hires

BioDigital Inc.   New York, New York
3D Medical Artist   June 2017 to March 2020
- Created complex and accurate 3D models and animations of human anatomy
- Designed and constructed rigs for a wide range of medical devices
- Optimized assets for real time environment
- Produced multiple scripts for automation and efficiency
- Spearheaded remote worker system, increasing company's potential talent pool

Education

Kutztown University   Kutztown, PA
Master of Science in Computer Science   May 2022
                                                                                                      GPA – 4.00/4.00

AnimSchool   Online
Certificate in 3D Character Development   September 2017
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Drexel University   Philadelphia, PA
Bachelor of Science in Animation and Visual Effects   June 2015
Minor in Fine Art   GPA – 3.60/4.00

Skills

C++, C#, Delphi, and Python	Microsoft Visual Studio	Adobe Photoshop
Autodesk Maya	Unreal Engine	PowerShell
ZBrush	3D Printing	SQL Server
Git	Unity	Headus UV Layout

Hobbies & Interests

- Designing and 3D printing custom board game organizers
- Crafting, sculpting, and painting miniatures and terrain
- Organizing and hosting casual and competitive events