

Sam Stevens

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EDUCATION

University of Colorado Boulder

Boulder, Colorado

B.A. degree 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, Computer Science, Astronomy, Psychology, Philosophy, Business and Media Studies as well as coursework in Spatial Audio and Ambisonics including training on a 40:4 Speaker Array utilizing Dante.

SKILLS & EXPERTISE

Software Skills: Adobe Premiere Pro, After Effects, Photoshop, Unreal Engine (UE5), Cinema 4D + Redshift, Blender, ZBrush, Substance Painter, Substance Designer, Illustrator, Unity 3D, Notch, Metashape, Medialon, Resolume, Ableton, Pro Tools, Adobe Audition, Visual Studio, Wordpress, Stable Diffusion, Midjourney, DigitalSky, OpenSpace, SkyVision Slicer, Actor, Delta, Compere, Jira, Mecabricks, Manifold.xyz & Numerous Web3 Platforms

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

PROFESSIONAL EXPERIENCE

Producer / Lead Video Editor / VFX Artist / 3D Animator

Fiske Planetarium – University of Colorado Boulder

02/01/2019 – 10/31/2023

- 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*.
- 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.

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..
- Trained on 7thSense's advanced media servers and Network Engineering best practices.

Creative Director / Multidisciplinary Artist / Designer / Filmmaker / 360° Photographer

Independent Artist

01/01/2008 – Present

- *Keep Searching* – Director, Producer, Artist, Composer of *Keep Searching*, a 360° film & visual album produced for 4K Fulldome & 8K VR. *Keep Searching* premiered at the Fiske Planetarium & screened at OMSI.
- *90 Days In Europe* – Director, Producer, Artist, Composer of *90 Days In Europe*, my second 360° visual album.
- 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 sold-out festivals for three years.
- Founded & managed a solo art gallery in Silverton, Colorado for three & a half years & toured US art festivals.
- Created the first hand-stitched 360° panorama minted on the Blockchain on 12/19/2020. Featured in numerous NFT Gallery Shows & Metaverse Exhibitions. Holding the record of having sold the most Fulldome NFTs.

- Designed album artwork for eleven professional studio albums to date.
- Artist, Photographer, Designer & Author of the first photography book based on hand-stitched 360° panoramas presented in Fulldome format, featuring over 100 panoramas that I have produced over the last sixteen years. Each 360° panorama is created from hundreds of photographs taken with a DSLR & stitched layer by layer in Photoshop with a Wacom pen, employing a proprietary technique & algorithm I developed in 2008.
- Illustrated & co-authored a book that teaches kids how to read & play music using color coded xylophones.

Founder / Creative Director / Environment Artist / Designer

Peaceful Places, LLC

01/01/2015 – Present

- Designed, developed & shipped the *Peaceful Places* VR app, available on the Oculus Store. (Indie Developer)
- Created all of the designs, level art, UI & VFX for Peaceful Places VR. Created all of the 8K 360° photography.
- Experienced in cross-platform software development for Oculus, VIVE & Apple Vision Pro.
- VR Startup founder with three years of experience managing a team of developers, marketers and audio engineers. Successfully pitched for entry to a Startup Incubator with \$30,000.00 funding and decided to pass on the deal.
- Co-wrote a grant with a leading research institution to launch a pilot program & form a VR Therapy partnership.
- Demoed Peaceful Places VR in various medical settings one on one with patients & provided a 10-day license for patients to use Peaceful Places VR 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 VR in their research measuring the effectiveness of VR as part of PTSD treatments for a cohort of U.S. Veterans.
- Provided professional consulting services to several VR Therapy startups & VR content producers.

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 / Producer / Sound Designer / Audio Engineer

Independent Musician

01/01/2002 – Present

- Composed, professionally recorded & live performed eight full-length studio albums to date.
- Performed original music as well as 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 bands, responsible for 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 and 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.

CERTIFICATES

MORPHOS Fulldome Artist-In-Residency **2016**

Unity Certified Developer **2018**

AWARDS & GRANTS

Awarded Decentraland Subgrant for assisting with Unity build of IRLArt's Sonic Bloom Metaverse **2022**

Awarded three grants to support my art practice & the production of my first Independent film, *Keep Searching* **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**