

SEBASTIAN A. SZTYBER

Media Technologist with over seventeen (17) years of experience specialized in the development and creation of technical and creative drawings, reporting, presentations, and visualizations encompassing many industries for both internal and public use. Excellent written, verbal, and visual communication skills. Ability to perform independently or as part of a collaborative team effort with emphasis on strong iterative and organized workflow to bring projects from concept to successful end-user delivery. Incredible ability to enthusiastically assimilate new concepts, methodologies, and software solutions to perform and excel.

LIVING PORTFOLIO <https://sztybers.com>

EXPERIENCE

FREELANCE 3D GENERALIST AND INFORMATION TECHNOLOGIST
SELF-EMPLOYED/CONTRACT LABOR

REMOTE POSITIONS

December 2021 – May 2023

- ▶ Conceptualized and developed various CGI short animations and imagery for social media.
- ▶ Created renderings and short animations for various building and landscape projects.
- ▶ Developed drawings and reporting for various building envelope projects.
- ▶ Performed on-going development on a new procedurally generated casework plug-in for Blender using geometry node workflow. Other personal projects include a VR-based video game concept and VR-based instructional experience utilizing HMD's from Oculus/Meta and HTC built using the Unreal Engine environment.
- ▶ Integrated local Stable Diffusion and ControlNet AI render support into Blender and performed testing with prompt and image input to generate new imagery.
- ▶ Storyboarded business development and branding marketing media concepts which used online-based AI generated voice narration and avatar creation. This included a guided VR-based accompanying experience to be implemented at a new facility.
- ▶ Developed and launched a simple self-serving portfolio website using WordPress in conjunction with Elementor.
- ▶ Created explanatory media for patent submission on a product concept.

TECHNICAL PRODUCTS AND BIM MANAGER
MAXLIFE INDUSTRIES

SALISBURY, NC

April 2018 – December 2021

- ▶ Developed firm and product branding and technical documentation both textual and graphical. This included data sheets, safety data sheets, training material, presentations, assembly data.
- ▶ Created digital and procured printed media for marketing and cross-industry communication. This included a VR installation training proof of concept and other interactive presentations.
- ▶ Developed and drafted technical and conceptual media and reporting for internal use, special projects, and distance education. This included 2d details, 3d visualizations, 3d modeling, 3d animations, power point presentations.
- ▶ Measured and drafted existing building conditions and equipment, proposed design of new layouts, building additions, relocation of machinery, employee offices, laboratory, server room. This included aiding in manufacturing line spacing design through research of machines specifications and requirements.
- ▶ Aided in assembly of NFPA 285 test rig and post burn documentation.
- ▶ Provided video tutorials for colleagues on various software and established systems.
- ▶ Established and maintained company website.
- ▶ Managed staff software and hardware requirements including corporate email accounts, email security, personal computer consulting and procurement.

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EXPERIENCE CONTINUED

DRAFTSMAN CHARLOTTE, NC

HALL ARCHITECTS, HALL A/E/C

2016 – 2018

- ▶ Reporting and drafting for residential and retail facility evaluation.
- ▶ Communication for coordination of work and construction documentation.
- ▶ Conceptual design and detail drafting as part of team effort.
- ▶ Managed staff software and hardware requirements.
- ▶ 3D rendering both interior and exterior for spacing and material concept design.
- ▶ Office remodel plan performing on-site measurements and aiding in coordination of electronics wiring.

OWNER / OPERATOR CHARLOTTE, NC

ENERGY INSPECT STUDIO INC.

2014 – 2019

- ▶ Reported on and performed on-site measurements and evaluation for conceptual and/or problem solving design for both commercial and residential construction applications.
- ▶ Customer communication for design understanding and material considerations to best fit project requirements.
- ▶ Developed renderings for end-client presentation documentation specifically dealing with general construction, custom cabinetry, and semi-custom cabinetry. Documentation development based on both provided design direction as well as self-inspired design variations for consideration.
- ▶ Drafted shop drawings for major building envelope projects used by product manufacturer sales associates.
- ▶ Streamlined workflow between multiple clients and industries for ongoing contractual projects.
- ▶ Performed all responsibilities of acting owner of an incorporated company.

DRAFTSMAN CHARLOTTE, NC

GARLAND CHARLOTTE

2012 – 2014

- ▶ General office administration including general project management communication, performance testing data request forms, custom report data entry, product order form submittal, product data sheet consolidation, project scope of work manuals, and several similar tasks.
- ▶ Created construction documentation such as specifications, contract agreements, pre-construction meeting minutes, RFI documents.
- ▶ Created building envelope analysis, reporting, and technical drafting including weather condition simulations, submittals for energy conservation incentive programs, conditions drawings from job site inspections.
- ▶ Developed standardized field report and submittals.
- ▶ Media creation for distance learning and sales including video, digital and print mediums, visual and data analytical drawing and drafting.
- ▶ Work continued statewide for multiple sales associates after 6 months of proven performance.

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SOFTWARE PROFICIENCIES

SKETCHUP PRO / LAYOUT 2021

TRIMBLE INC.

Very High Proficiency

- ▶ 3d Modeling and 2D Drafting
- ▶ Schematic/Final Product Design and Layout
- ▶ Stylized and Photoreal Visualization

ADOBE CREATIVE SUITE (PHOTOSHOP, ILLUSTRATOR, AFTER EFFECTS)

ADOBE INC.

Very High Proficiency

- ▶ Image Manipulation
- ▶ Texture Editing and Creation
- ▶ Vector Design
- ▶ Video Editing / VFX / 3d Animation

BLENDER 3.5

BLENDER FOUNDATION

High Proficiency

- ▶ 3d Modeling, UV layout, and Surface Texturing (Standard and Procedural), Geometry Node workflow integration
- ▶ Hard Surface and Character Rigging for Animation
- ▶ Lighting and Camera Set Up for Still and Animated Rendering

AUTOCAD LT 2021

AUTODESK

High Proficiency

- ▶ Model Space 2D Drafting
- ▶ Paper Space Layout

MICROSOFT OFFICE SUITE (WORD, POWER POINT, EXCEL)

MICROSOFT

High Proficiency

- ▶ Document, Presentation, and Template Creation
- ▶ Data Tracking, Manipulation, Analysis, and Visualization

UNREAL ENGINE 5 / TWINMOTION 2022.2

EPIC GAMES

Student

- ▶ VR and Desktop Experience Creation
- ▶ Game Development

EDUCATION

ART INSTITUTE OF CHARLOTTE

CHARLOTTE, NC

2008

ASSOCIATES DEGREE IN APPLIED SCIENCES IN THE FIELD OF INTERACTIVE MEDIA DESIGN.