

Steve G Hudak

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CAREER PROFILE

Creative, interpersonal. *Professor/Designer/Media Artist* with over 20 years of instruction experience. Excels at listening, analyzing, and articulating complex concepts to students/participants from varying backgrounds and pedagogies. Dedicated to universal design and enhanced learning technologies. Experienced in numerous creative, media, design, presentation, and digital tools. Capable in media design, computational media, video and content editing, narrative structure. Focused on developing and delivering successful, student-focused curriculum using educational and learning technologies. Able to contribute the following competencies, expertise, and abilities:

- Digital Media, Computational Media, Web Technologies, coding & programming.
- Course Design, Content Development &, Course Implementation.
- Communication; Delivering written & visual Content, Fluent with Mac and PC
- Teamwork, Collaboration, Leadership, Self-Direction, Tutoring & Training.
- Visual Language, Rhetoric, Visual Theory, Digital Literacy, Narrative Structure
- Problem Solving; Critical, Analytical, Logical Thinking, Concept Development.
- Microelectronics, Motors, Microcontrollers, Sensors, Programming, Arduino's
- 2D & 3D Design, Animation, Video & Film Editing, Kinetic Type, Motion Graphics.
- Research, Written, Digital, Academic, Literature review, Articulate, Thoughtful.

QUALIFICATIONS

Sheridan College, Oakville, Ont.

2014 - Present.

Professor:	Bachelor of Interaction Design
VDES24178	Visual Design 1: Form and Content
VDES25892	Visual Design 2: Visual Rhetoric
VDES20146	3D Design 1: Spatial Thinking and Materials
VDES29207	3D Design 2: Modelling
DESN30146	Interactive Objects and Environments 1: Products
DESN30146	Interactive Objects and Environments 2: Physical Computing
INFO28823	Interactive Media: Motion
INFO24857	Computational Media
BUSM20587	Project Management – Interaction Design
VDES46529	Portfolio Project –Interaction Design

- Develop core course content consistent with program expectations
- Design and deliver content, develop presentations and projects
- Collaborate and Participate in workshops, IXD events, Program Review
- Grade student work, projects, presentations, and written work
- Use, teach, and troubleshoot: Adobe Illustrator, Photoshop, Premiere Pro,

InDesign, After Effects, Rhino3D, Processing/Java, Arduino, Kinect2, Animation, Circuits and Soldering, Scalable Micro-electronics, Led Lighting/DMX, 3D Modelling and 3D Printing and Rapid Prototyping, 3D Fabrication in wood/plastic, MaxMSP, Coding, Physical Computing, Javascript, CSS, HTML, Wearable Electronics, motors, led lighting.

Dundas Valley School of Art, Dundas Ont.

2015 - 2019

Instructor Lego Robotics, Digital Media, Robotic/Kinetic Sculpture

- Design and implement curriculum, learning with technology
- Direct assistant, maintain, guide, and encourage learning outcomes

Astound Group, Oakville, Ont.

2016 - 2018

Contractor, Lead Scenic Effects and Microelectronics

- Circuit board prototyping, soldering, LED lighting, microcontroller programming
- Travel to exhibit locations to troubleshoot/install/repair electronics/technology
- Advanced painting and fabrication techniques
- Creative problem solving

McMaster University, Hamilton Ont.

2012 - 2013

Teaching Assistant: Rise of the Network Society

Teaching Assistant: Intro to Animation

- Design tutorial projects to achieve learning outcomes
- Plan and schedule tutorial content consistent with course expectations
- Deliver tutorial content and motivate students to learn
- Grade student work, projects, presentations, essays, and exams
- Foster and encourage critical thinking and analysis

Professional Practice, Greater Toronto and Hamilton Area, Ont.

1994 - Present

Independent artist/media artist

- Circuit board prototyping, soldering, LED lighting, microcontroller programming
- Java programming, digital media
- Machinima, video production, video editing, animation, kinetic typography
- Extensive experience with painting and fabrication techniques
- Experience in many sculpture and installation materials, tools, & techniques
- Demonstrate art processes publicly and performance based
 - Organize, coordinate public and private art exhibitions
 - Installed public, artist run and commercial exhibitions
 - Refined creative problem solving skills
 - Organized myself and others time effectively & efficiently
 - Excellent writing, research and communication skills
 - Hard working, cheerful and treats others with respect

Haliburton School of the Arts, Haliburton, Ont.

2002 - 2009

Clay Sculpture, Concrete Sculpture

Sculpture Certificate Program:

- Course Advisor for 14 week program
- Design multidisciplinary curriculum to achieve learning outcomes
- Assess materials and tools for safety and effectiveness

- Implemented curriculum, observe, grade and assess performance
- Coordinate teachers and assistants
- Directed portfolio reviews with critical knowledge and experience
- Strong conceptual, analytical and problem solving skills
- Excellent communication, articulation and demonstration abilities

Sheridan College, Oakville, Ont.

1992 - 2003

Instructor 3D Design: Art Fundamentals

Instructor Anatomical Sculpture: Classical Animation

Instructor Sculpture: Continuing Education

- Twelve years working with students of all ages and with varying skill levels
- Outstanding communication, articulation and demonstration skills
- Design and deliver curriculum, motivate students and grade projects
- Coordinate with Animation Program to achieve learning outcomes
- Part of team that redesigned Animation diploma program for degree status

EDUCATION

Masters of Arts **McMaster University** New Media and Communications

2012 - 2013

Bachelor of Fine Arts **OCAD**

Sculpture/Installation

2006 - 2009

(4yr BFA) with Distinction

Academic SCHOLARSHIPS AND AWARDS

Dr. Eugene A Pogetto Scholarship

2009

Emanuel Hahn Award

2009

Sully Corth Memorial Sculpture Scholarship

2007/2008

Peter MacElwain Memorial Award

2007

SELECTED PROFESSIONAL EXHIBITIONS

Pattern, Process, Procedure: exploring the computational sublime

Agnes Jameson Gallery, Minden

2019

IOLab, The Factory Media Centre(FMC), Hamilton

2016

IOLab, The Factory Media Centre(FMC), Hamilton

2015

Postmetropolis, B contemporary, Hamilton

2015

Code, Light, and the Computational Sublime, FMC, Hamilton

2014

Simulacra InTensions York University E-Journal

2014

Show Me Your Wounds at the Factory Media Centre, Hamilton

2013

SETtlement exhibition at Supercrawl, Hamilton

2013

Cynicity at The Burlington Art Centre, Burlington

2011

Relate at Agnes Jameson Gallery, Minden

2009

Sub-urban *substance* at Board of Directors, Toronto

2009

Trudeau Exhibition at Agnes Jameson Gallery, Minden

2006

PROFESSIONAL AFFILIATIONS

Factory Media Centre

- Chairman

2014 - 2017

- Board Member

2013 - 2014

Dundas Valley School of Art
- Board Member

2019 - present