

# Timothy Paczesniak

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## EDUCATION

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Stevens Institute of Technology / Hoboken, NJ

August 2020 - May 2024

**B.A. in Visual Arts and Technology (Moving Image Concentration)/Film Minor:** GPA. 3.53

**Accomplishments:** Dean's List (2022-2024) and Senior Award for Capstone Project

**Relevant Coursework:** 3D Modeling, Creative Programming, Design, Foundation 2D: Color and Composition, Foundation of 3D Form and Space, Motion Graphics, Moving Image: On Screen, Virtual and Augmented Reality

## EXPERIENCE

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Monira Foundation / Jersey City, NJ

Jan 2024 - May 2024

*Videographer/Video Editor Intern*

- Recorded and edited multiple Monira residential artist works and displays that were posted for Monira's website and social media accounts, increasing views by 5%.
- Recorded and edited Monira's public events, Monira Fridays, which included three musical performances, games, and photo shoot areas, increasing audience attendance by 7%.

Stevens Institute of Technology / Hoboken, NJ

Nov 2022 - May 2024

*Fabrication Lab Monitor*

- Managed the checkout and return process of camera, lighting, and audio equipment to 124+ users made up of students and faculty, enhancing productivity and quality of student and campus projects.
- Gained proficiency in operating 3D resin and filament printers, laser and vinyl cutters, and large format printers.

## PROJECTS & EXTRACURRICULAR

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Senior Capstone Project

April 2024

- Developed an animated short titled *Bedtime* which achieved third place in the Stevens Institute of Technology Senior Visual Arts & Technology Awards.
- The animatic was created using Krita and Premier Pro while the voice work was recorded and cleaned up in Adobe Audition. Sound effects were self-produced and sourced from Splice.com or YouTube.com.
- Produced the animation and backgrounds in Toon Boom Harmony 22 and then exported scenes as TIFF sequences to be composited in After Effects and assembled with dialogue and sound effects in Premier Pro.

Stevens Innovation Expo

April 2024

- Coordinated the setup, configuration, and operation of multiple cameras and related equipment for recording the Stevens 2024 Innovation Expo Music Tech Concert for Stevens' YouTube channel.
- Utilized 2 Canon EOS M50 mark II cameras for stationery shots and a Sony a7 III for dynamic shots.

Planet Petrol

Dec 2023

- Conceptualized, designed, and programmed an interactive browser game combining elements from Space Invaders as well as Breakout using JavaScript and the p5.js library.

## SKILLS

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**Programming Languages:** JavaScript and C++

**Computer software:** Adobe Creative Suite, Adobe After Effects, Adobe Audition, Adobe Illustrator, Adobe Photoshop, Adobe Premier Pro, Blender, Cinema 4D, Krita, Sony Vegas 15, Toon Boom Harmony 22, and Unreal Engine 4 & 5.

**Languages:** English and Polish.