

# Ian Shelanskey

## Theatre Designer, Technologist, Programmer

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### Skills

Python  
TouchDesigner  
HTML, CSS, JavaScript  
Node.js, MongoDB  
Java and C++  
FB, Twitter, Youtube API  
Arduino  
Circuit Design  
Soldering  
VR Development  
Blender  
Previsualization Software  
Networking/IT  
Rapid Prototyping  
Proficient in ETC systems  
Moving Light Programming  
10+ Crew Management  
LED Lighting Systems  
Vectorworks  
AutoCad  
Autodesk Inventor  
WYSIWYG  
Hand Drafting  
Model Building  
QLab  
Protools  
Lighting Data Protocols  
Adobe Photoshop  
Microsoft Suite  
Precision Machining  
Intermediate Carpentry  
Truss Rigging  
Chain Motor operation  
Music Theory  
Tuba / Guitar  
Basic Scenic Painting  
CPR Certified  
Valid NYS Drivers License  
Not Afraid of HeightsJava

### Recent Work

#### **Research Assistant - Tempe AZ - (2015 - 2016)**

forrest3 - Developer - A kinetic sculpture concerning 3D displays and movement of light in a performative setting. Work included developing VR previsualization of sculpture on Oculus platform, prototyping components with Arduino and ESP8266, and developing playback and control software in TouchDesigner.

Side Coach - Developer - A system for use in education of public speaking. Application polls audiences engagement in realtime and sends data to instructor who then gives feedback for the speaker in realtime. Work included developing responsive web apps using Node.js, developing data management systems to track progress and complete analysis in Python, and develop body posture tracking on the Kinect platform.

Beneath - Developer - A theatrical event exploring the current scientific research about the inside of the Earth using stereoscopic visualizations. Work included developing a content creation and playback system in TouchDesigner, developing interactive model of tomography data in OpenGL.

#### **Teaching Assistant - Tempe AZ - (2014 - 2015)**

Assisting and Instructing THF 215 - Design and Composition: An introductory course in design fundamentals and theatrical production processes and methods.

Assisting and Instructing FMP 294 - Guerrilla VFX: A course in low budget visual effects for film, including 3D modeling, 3D scanning, green screen, and CGI physics simulations.

Assisting and Instructing FMP 394 - Non-Linear Editing: A course in film post production and editing.

### Theatrical Designs

<i>On Display</i>	Media Designer	ASU Mainstage	Phil Weaver-Stoesz
<i>Brooklyn Bridge</i>	Media Designer	ASU Mainstage	Ricardo Araiza
<i>The Hour...</i>	Media Designer	ASU Mainstage	Phil Soltanoff
<i>Fingerpainting</i>	Co-Media Designer	Binary Theatre	Molly Shenck
<i>Rocky Horror</i>	Sound Designer	UB Drama Theatre	Josh Walden
<i>Urinetown**</i>	Lighting Designer	UB Drama Theatre	DJ Salisbury
<i>Threepenny Opera*</i>	Set Designer	UB Drama Theatre	Vincent O'Neil

*\*\*Awarded Kennedy Center American College Theatre Festival - National Honorable Mention for Lighting Design*

*\*Awarded Kennedy Center American College Theatre Festival -Regional Award Excellence in Scenic Design*

### Education

#### **Bachelors of Fine Arts**

Theatre Design and Technology  
SUNY - University at Buffalo - 2014

#### **Masters of Fine Arts**

Interdisciplinary Digital Media and Performance  
ASU - Herberger Institute - 2017

### References

#### **Lynne Koscielniak**

USA 829 Designer  
University at Buffalo  
847.858.875  
lk2@buffalo.edu

#### **Jake Pinholster**

Assoc, Dean  
School of Film, Dance,  
and Theatre  
Arizona State University  
jpinhols@asu.edu

#### **Boyd Branch**

Assistant Professor  
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Dance, and Theatre  
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#### **Matthew Ragan**

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Designer/Programmer  
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