

Sofia Staab-Gulbenkian

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Full-Stack Writer

Education:

BA in Design|Media Arts and English from
University of California, Los Angeles, 2018

Preferred Media:

Front-End Web Design
Book Design
Rapid Prototyping and Fabrication

Software Skills:

Adobe Creative Suite
Unity Engine
Maya / Blender
Arduino / C++

Additional Skills:

Managerial Experience
Writing Portfolio
Childcare
FX Makeup

Employment History:

2014 - 2018

Research Assistant, UCLA Game Lab

- Content manager for website
- Maintains lab space including fabrication supplies, library and research resources, and technological support
- Designs internal and promotional material regarding projects done in lab space

2017 - 2018

Kitchen Supervisor, UCHA

2013 - 2014

Student Teacher, Krieger Child Care Center

Exhibition and Installation Experience:

2015 Game Art Festival, Hammer Museum

- Exhibition Catalog co-editor
- Social Media strategist; used Hootsuite and Facebook to promote & track interest in event.

2016 Indiecade

- Assisted game jurying both physical and digital submitted for exhibition
- Organized jury sessions across several months, including installation of games across a variety of formats

2017 Game Art Festival, Hammer Museum

- Web and Print Content Manager
- Installation Team

2018 “-Dis” Show, New Wight Gallery

- Curatorial & Installation Team
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Shown Work In:

2015 Game Art Festival

- “Junk”, Game Art Installation

2017, Boots on the Ground

- Poetry Reading

Diamonds & Rust

A memory-storage device created in between two reappropriated broken payphones, in which each location becomes an upload site for half of a broken relationship.

A website detailing the break up of the relationship is only accessible next to these phone locations.

Memories uploaded to the website are kept locked from all visitors unless the person seeking to access these memories uploads an equivalent amount of data to the server.



Future Garbage

An art book created using photographs taken between 1 - 3 a.m. in Hollywood, detailing the environment surrounding the Security Trust and Savings Bank. Architecture that reflects the monetary wealth in the film industry dominates a landscape otherwise marked by the struggle of fame-seeking transplant denizens.

The book was perfect bound and designed to look like a piece of film strip.



The book was contained inside a replica lays bag. To read the book, the bag had to be popped open, spilling trash everywhere.



The french-fold pages allowed for trash to collect inside the book.



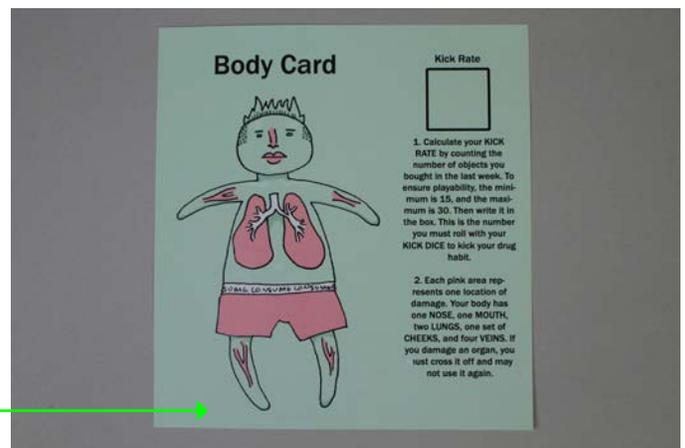
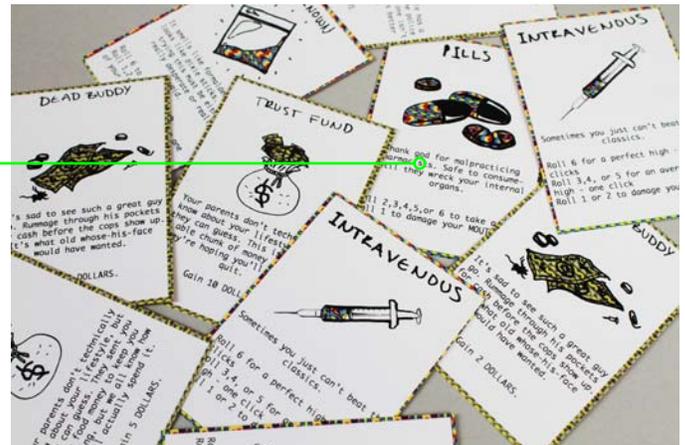
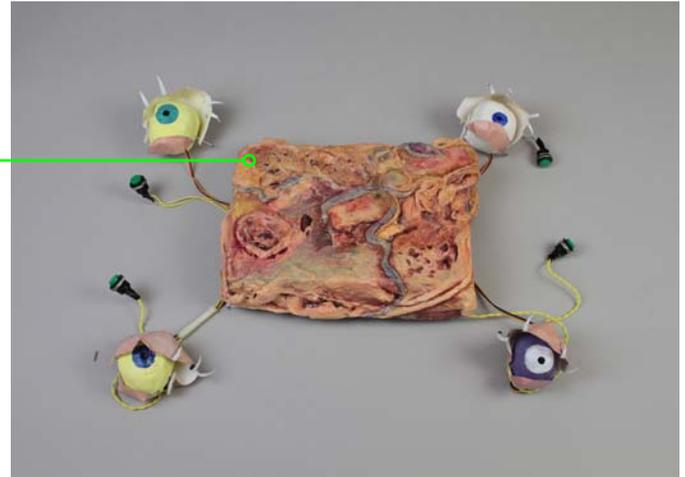
Junk

“Junk” is game based on William S. Burrough’s essay “Deposition: Testimony Concerning a Sick-ness” that compares drug use to capitalism. Four players take the role of heroin addicts attempt- ing to save money; their opponent is the Capital- ist, who controls the bank.

Each addict must main- tain a high, represented by a servo-powered eyeball that closes over time - if an addict’s eye completely closes they lose the game.

The goal of the game is for the addicts to save enough money to pur- chase a cure and over- throw their addiction - however, the Capital- ist’s goal is to keep the addicts’ funds low so that they are forced to continue injecting drugs until they die from injuries represented on their Body cards.

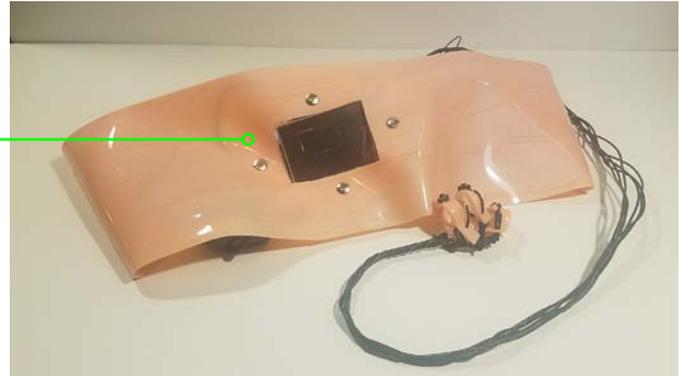
The capitalist wins if all drug addicts die or leave the game, while the addicts only win if all of them escape their habit and leave the Cap- italist with no source of revenue, thus over- throwing the Capitalist entirely.



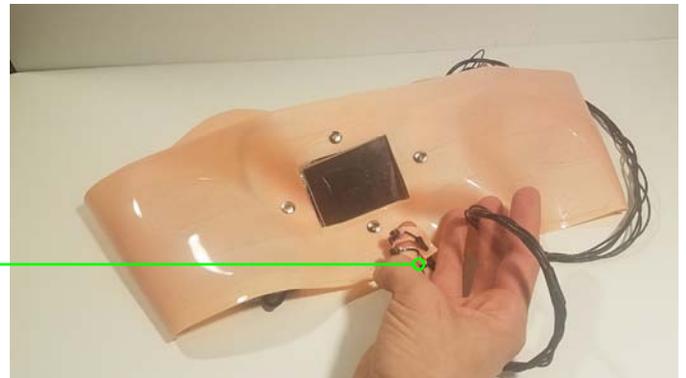
My mouth is down here.

Do you wish more people would look at your chest when they communicate with you? Do you crave the attention that only screens seem to get? Why not literally convert your body into a billboard and add a fully adjustable screen to your bra, with a hand-strapped texting mechanism

The body of the bra is made of pearalized silicone for subtle camouflage into the skin.



A wire connects the LCD screen in the bra, controlled via Arduino, to a set of buttons worn on the hand.



The button presses allow the user to draw text to the screen - each button allows the user to cycle through every possible letter of the alphabet.

