

STEPHEN LAWRENCE GUYNUP

10 East Biddle Street Apt 2A
Baltimore, MD 21202
404.275.1074

<http://www.pd.org/~thatguy/>
<http://www.MacWeb3D.org>
steve_guynup@hotmail.com

EXPERIENCE

University of Baltimore • research fellowship • august 2004 – may 2005
Currently working with the KidsTeam, an NSF funded project that works with (and studies the impact of) kids ages 9-12 as new media design partners.

Georgia Tech Research Institute • web3d architect • january 2004 – may 2004
Developed an educational outreach project for the Skiddaway Institute of Oceanography.

Georgia State University • instructor • august 2003 – may 2004
Taught four sections of Communication Research and Information Technology, Lessons covered qualitative and quantitative analysis, academic databases, and general technology usage.

Georgia Tech • graduate research assistant • august 2001 – may 2003
Assistant to the LCC Chair on several projects, designed the IDT website, and tutored Atlanta public school students in reading.

MeetFactory • web3d architect • october 2000 – april 2001
Designed and built interactive elements for use in "Iceberg". This was an online multi-user virtual reality space created by Finnish artist and 1996 Ars Electronic winner Andy Best.

Creative Services • contract artist • december 1999 – october 2000
Projects ranged from fast-paced, production art to tech support for online VR events.

GRA Interactive • senior artist • may 1996 – december 1999
Directed graphic development of large multimedia training applications. Worked with clients, managed teams of artists, guided art production, and created interfaces, illustrations and elements for individual projects.

American E-Z Type • graphic designer • may 1995 – may 1996
Designed graphics for packaging in a fast paced macintosh environment.

APC Studios • multimedia designer (contractor) • march 1995 – september 1995
Work consisted of designing CDs, J Card graphics, and creating multimedia proposals.

JW Dobbs • co-owner • august 1994 – november 1995
Co-managed a mid-sized coffee house & performance venue.

Global Graphics • art department night manager • january 1992 – march 1995
Managed workflow, worked with clients, and created graphics for packaging.

EDUCATION

University of Baltimore
School of Information Arts and Technologies
Doctor Communication and Design (may 2007)

Georgia Institute of Technology
School of Literature, Communication & Culture
Master of Science Degree in Information Design & Technology (may 2003)

Rochester Institute Of Technology
College of Fine & Applied Arts
Bachelor of Science Degree in Package Design (november 1992)

HONORS

SIGGRAPH 1998, 1999, 2000, 2003, 2004 • presenter
Showed projects, published papers and shared insights into the nature of VR environments.

Web3D 1998, 1999, 2000 • presenter
Demonstrated web3d projects, published papers and assisted conference staff.

1999 Avvy Awards (SanFranciso CA) • Contact Consortium • winter 1999
Winner "Best Conceptual Advancement" For the continuing work on Avatar as Content Delivery Platform

Atlanta College of Art 1998, 1999, 2000 (Atlanta GA) • guest speaker