tatyana deslandes mustakos

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Education

B.A. in Interactive Art and Technology
Carnegie Mellon University - May 2019
Graduate with University Honors and College Honors

Honors

Carnegie Mellon Presidential Scholarship
Patricia Chotiner Traylor Endowed Scholarship
United Federation of Doll Clubs Inc.
Featured in a magazine article for doll-making
Dean's list - College of Fine Arts
Fall 2015

Skills

Software
Python
Java
HTML/CSS
Javascript
Processing / P5.js
Arduino
TouchDesigner
Max/MSP
Adobe Creative Cloud
Figma

Other
Sketching/illustration
Watercolor

Languages
English
Portuguese

Traditional Art
Painting - *Watercolor, Gouache, Acrylic*
Sculpture - *Ceramics, Polymer Clay*
Textile - *Sewing, Pattern-Making, Soft-Sculpture*

Fabrication
Rapid Prototyping - *3D Printing, Laser Cutting*
CAD - *Solidworks, Fusion 360, OpenSCAD*
Molding & Casting
Metal Working
Wood Working

Talks

Art && Code : Homemade - January 2021
- An online festival of "casual talks by creators we admire, who work with digital tools and crafty approaches to make things that preserve the magic of something homemade." - I gave a talk about my practice, focusing on my Generative Overcoats, Handmade Animatronics, and work with Algorats.

Experience

Freelance Contractor - 2020 - Current
-Have done work as a Freelance Contractor in various capacities including, programming prototypes, editing materials, demoing software, and teaching.

Algorat - 2019 - Current
Co-founder of Digital Artists Collective
- Computational arts collective that primarily make online content that can be experienced on your phone or laptop, our game The Ratchelor has over 1 million unique playthroughs - Check out work at Algorat.club

Developer - 2020 - 2022
PEmbroider
-Helped develop PEmbroider, and open source embroidery addon to Processing, which allows users to create embroidery files of custom designs
-Served as Community Manager for our beta testing community

Research Assistant - 2017 - 2020
Frank Ratchye STUDIO for Creative Inquiry
-Maintenance and Repair of 3D printer
-Contributed to research projects and assisted with general initiatives like media preparation, as well as translating and creation of coding exercises.

Arts Counselor- Summer 2022
Buck's Rock Performing and Creative Arts Camp
-Worked with campers ages 9-17 with in the Sewing Department, teaching to help them achieve self guided projects over the course of 2 months

Teaching Artist - May 2019 - May 2020
Museum Lab at the Children's Museum of Pittsburgh
-develop and facilitates creative, authentic, and project-based experiences with teens, families and groups, using tools, processes, and materials across Museum Lab.

Teaching Assistant - Fall 2018 / Spring 2018
Carnegie Mellon IDeATe - Reactive Spaces and Media Architecture
-Assisted students in learning TouchDesigner and debugging software
-Created code for bidirectional simultaneous data transfer through USB between Arduino and Touchdesigner
Carnegie Mellon IDeATe - Soft Sculpture and Inflatables
-Assisted in teaching students fundamentals of sewing and construction of inflatable sculpture
-Assisted in creation of Inflatable sculpture installation for CMU's Snoozefest performance

Studio Assistant - July-August 2017
Dark Matter Manufacturing
-Worked as a Studio Assistant for Taeyoon Choi, Tega Brain, and Surya Mattu. Responsibilities included translating code between programming languages, and helping with exercise examples for creative coding prompts
-Mentored students during two week-long workshops, where I assisted in teaching Html/CSS, p5.js, and story creation to middle schoolers in NYC at Culture Hub's CoLab

EYEO Festival - July 2018
Student Volunteer
-Assisted in organization at EYEO, a conference at the intersection of art, data, and creative technology.

Lunar Gala - February 2018
Designer
-Co-designed and fabricated a 10 piece fashion line over the course of 5 months for Pittsburgh's largest fashion show. Incorporated interactive technologies and interdisciplinary concepts into the construction and fabrication of the line.