

Stephanie Claudino Daffara

I am a generalist. I create, design, explore and play with tech, art, film, AR and VR, alt-food and sustainability.

EXPERIENCE

Impact Food *Co-Founder* *May 2020 - Present*

We are a Food tech startup innovating on sustainable seafood by making it completely plant based. I am leading our customer and market research, creating and unifying our vision and values with our visual brand and identity, aligning our sustainable mission with our execution, studying and building our financial and commercialization plan, and seeking new ways to innovate product using technology.

Pixar *Tools Engineer Intern / Technical Director* *Sept 2020 - Dec 2020*

Working on new tools to help artists make movies.

And now working on production technology for an Unannounced feature film (2023)

April 2021 - Present

UC, Berkeley *Researcher, UX Designer, GSI* *May 2018 - Aug 2020*

At UCB I held many positions: I lead a team in the development of an AR app that extended a theatric performance. I designed and developed an AR art exhibit for Berkeley's Museum (BAMPFA). I was a Graduate Student Instructor for: CS160-UI Design and Development, InfoC262-Tangible UIs, and ARCH299- Learning in Virtual Reality. I also adapted courses into COVID19 virtual ones.

Adobe *Research Engineer Intern* *May 2019 - Oct 2019*

As a resercher in the Creative Intelligence Lab, I designed and developed an automatic 360 film editor that turns equirectangular videos into 2D flat videos (tiny planets). This program allows non-experts to edit 360 videos with ease.

Autodesk *Software Developer* *Oct 2014 - July 2016*

Three developers and I planned and set up the foundation for the frontend application that is Autodesk's current shopping cart. We interviewed and selected our team growing it to ~20 members. The cart's release mid-2015 generated 45% less order failures and over 8000 customers in six weeks. Lastly I worked on the next launch, expansion to EMEA.

EDUCATION

University of California, Berkeley

MS Computer Science, May 2020

Researcher in the Berkeley Institute of Design lab, advised by Björn Hartmann. Selected coursework: Designing Emerging Technologies, Computational Color, Algorithmic human-robot interaction, Plant Based Foods Business and Science, International Business.

thesis: <https://bit.ly/authorive>

BA Computer Science, December 2018

Selected coursework: Computational Photography, AI, ML, Computer Graphics, UI Design/Development, Motion Pictures, Storytelling, Data Structures, Algorithms, Accelerating IP Innovation.

Programming

Python, C#
Javascript, HTML, CSS.
some C, C++, Java

Tools/APIs

ARcore, ARkit, Oculus, Github, Unity, Photoshop, Illustrator, InDesign, Final Cut Pro, Premiere, Git.

Maker

Arduino, RaspberryPi, Laser Cutting, 3D Printing, Stching/Sewing.

Publications

S. Daffara, A. Brewer, B. Kumaravel, B. Hartmann.
"Living Paper: Authoring AR Narratives Across Digital and Tangible Media". ACM CHI 2020, EA
<https://bit.ly/LivingPaper>

M. J. Nicholas, S. Daffara, E. Paulos. "Expanding the Design Space for Technology-Mediated Theatre Experiences." DIS 2021
<https://bit.ly/ARTheater>

I also...

started a 360 Filmmaking Club at UCB, was an Officer at XR@Berkeley, an ex-Mentor at Galvanize and TenXList, an ex-Instructor at RailsBridge, dropped out of college my first time around for a startup, Speak Portuguese natively.



[linkedin.com/in/stecd](https://www.linkedin.com/in/stecd)



github.com/stecd



cdste.com

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