Steven Steffen • Designer

(514) 515-6373
https://stevensteffen.com
stevenksteffen@gmail.com

Portfolio

Balancing Act • Interactive Design • 2019
Earth Room • Interactive Design • 2020
Snow Pattern • Graphic Design • 2021
Raised by Wolves • Graphic Design • 2021
Bug Skateboards • Graphic Design • 2022
Raw Nerve • Video Game • 2023
SuccessFinder • Graphic Design • 2024
Bedazzled • Graphic Design • 2024
PIFAF • Graphic Design • 2024
Danse-Cité • Graphic Design • 2023
Moth • Video Game • Forthcoming

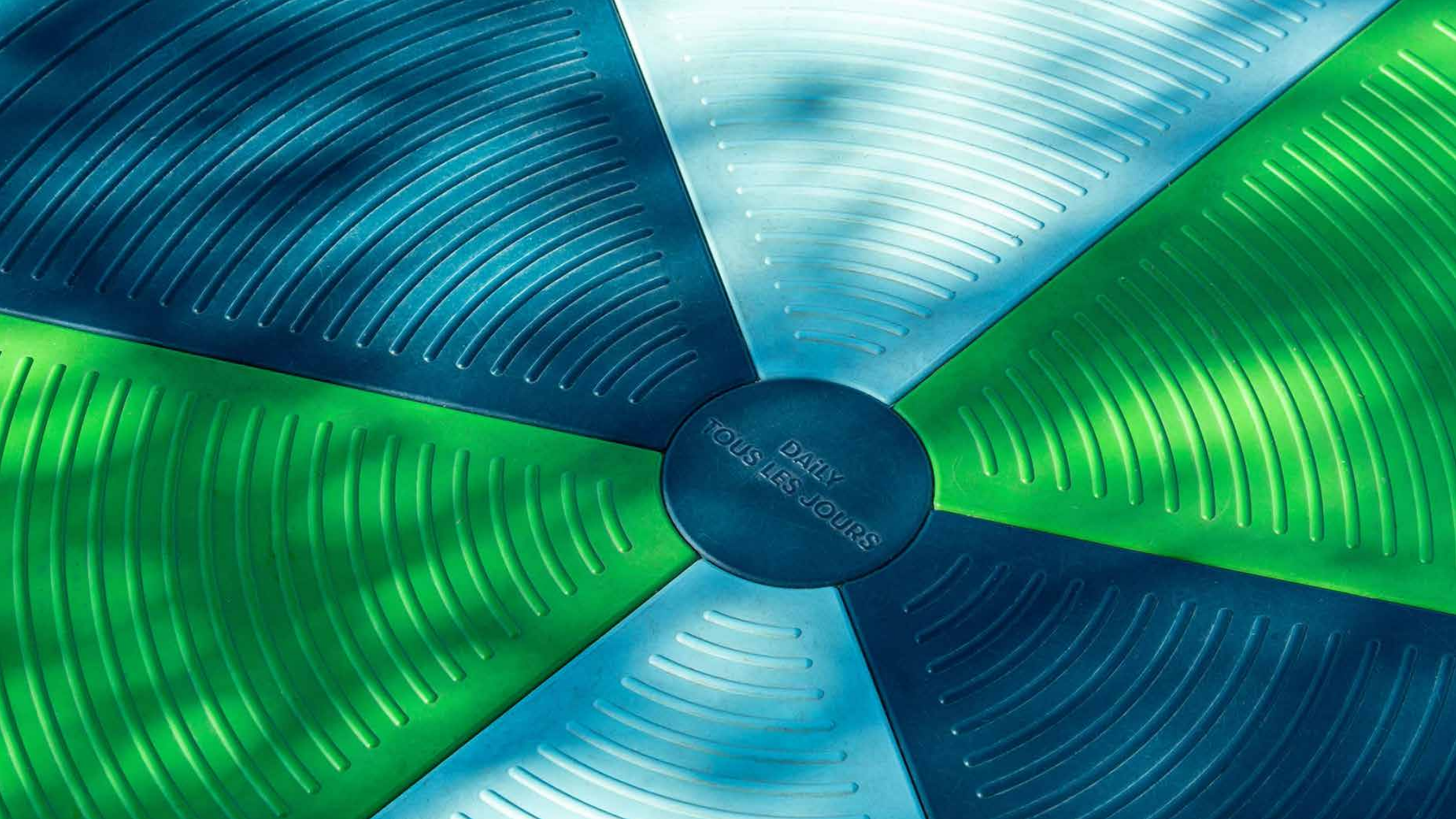
Balancing Act • Interactive Design • 2019

Interaction and industrial design for public artwork.

Be you. Standing on a circular keyboard. A 360° see-saw.
Play notes by leaning the disk in different directions.
Keep the disk flat to play a melody!
Maybe this is what balance sounds like...

A project by Daily tous les jours.

EAT · DRINK · S

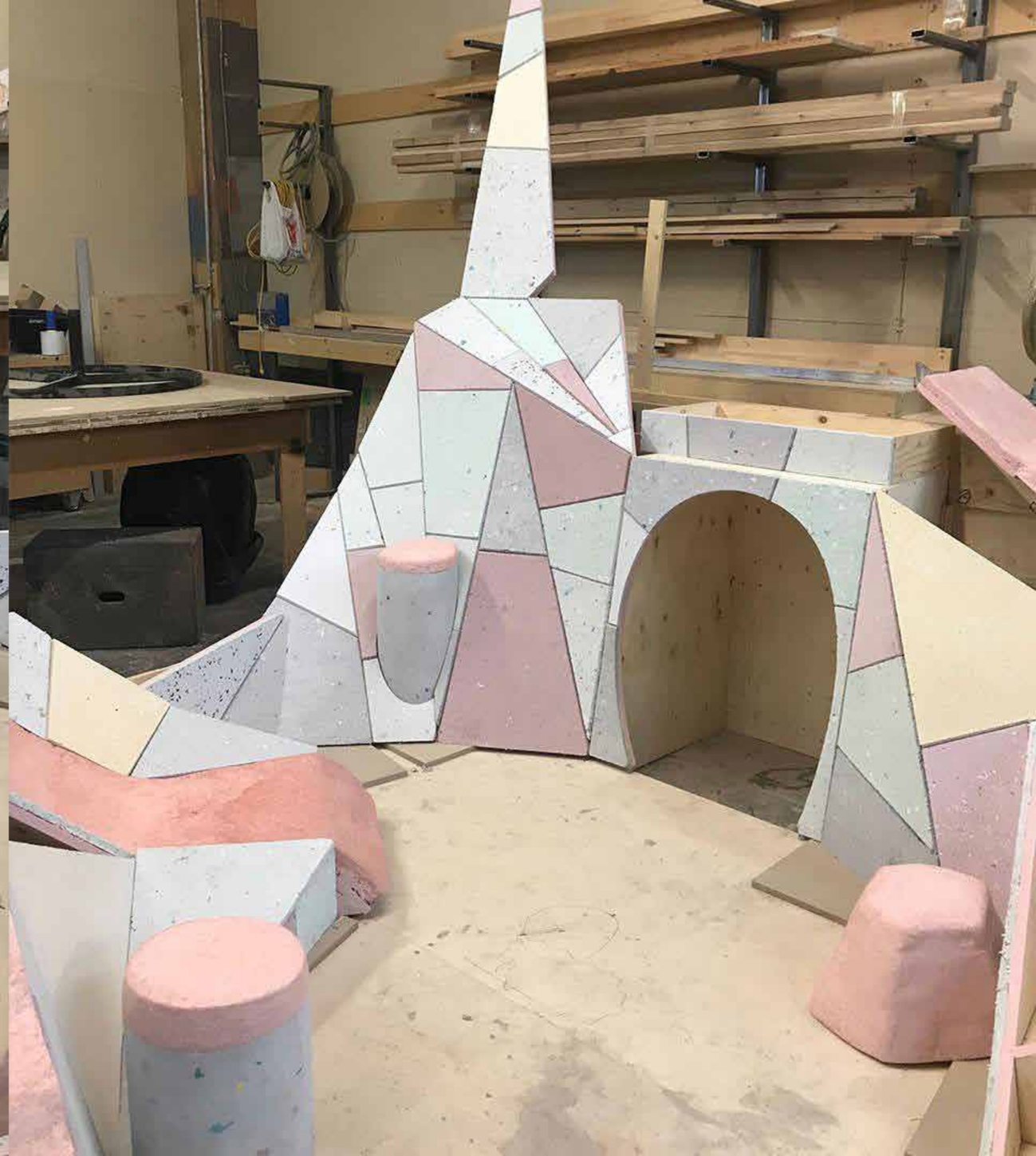

DAILY
TOUS LES JOURS

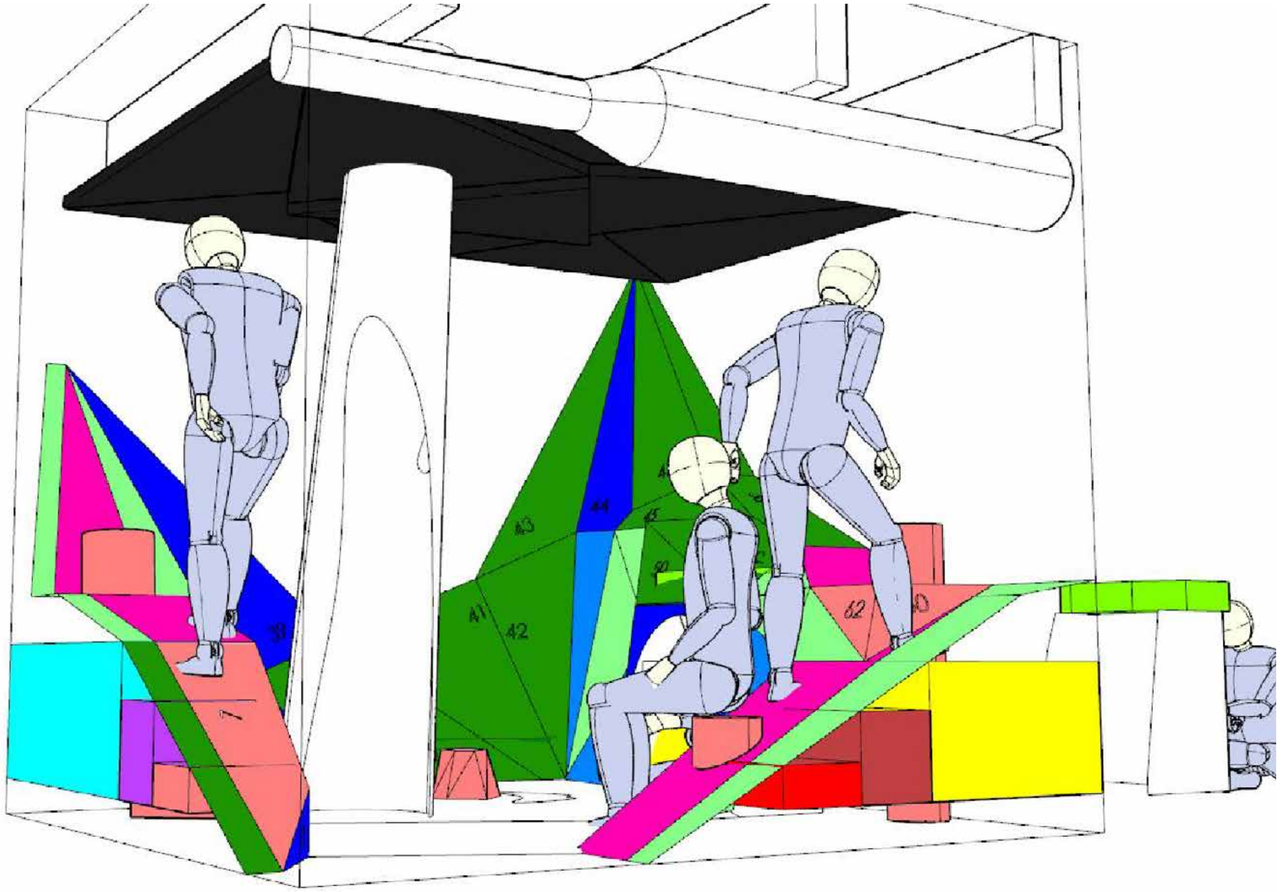
Earth Room • Interactive Design • 2020

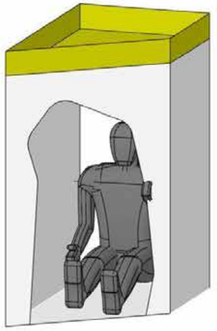
Interior design for interactive artwork.

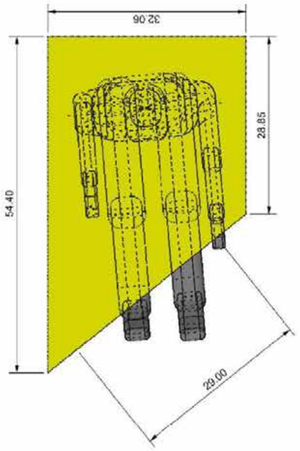
Responsive lighting and sound mimic magma, seismic activity, electrical storms, and the aurora borealis.
A reactive, living, breathing interior jungle.

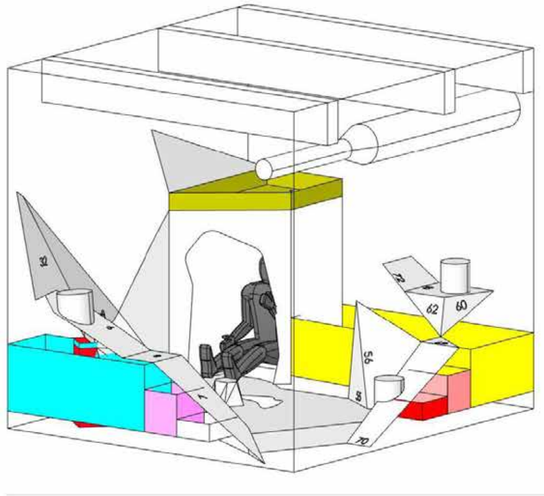
A project by artists Kelly Nunes and Nico Fonseca.
Preliminary 3D design by Mark Weersink.
Fabrication by Double Effet.
Installed at Age of Union Gallery

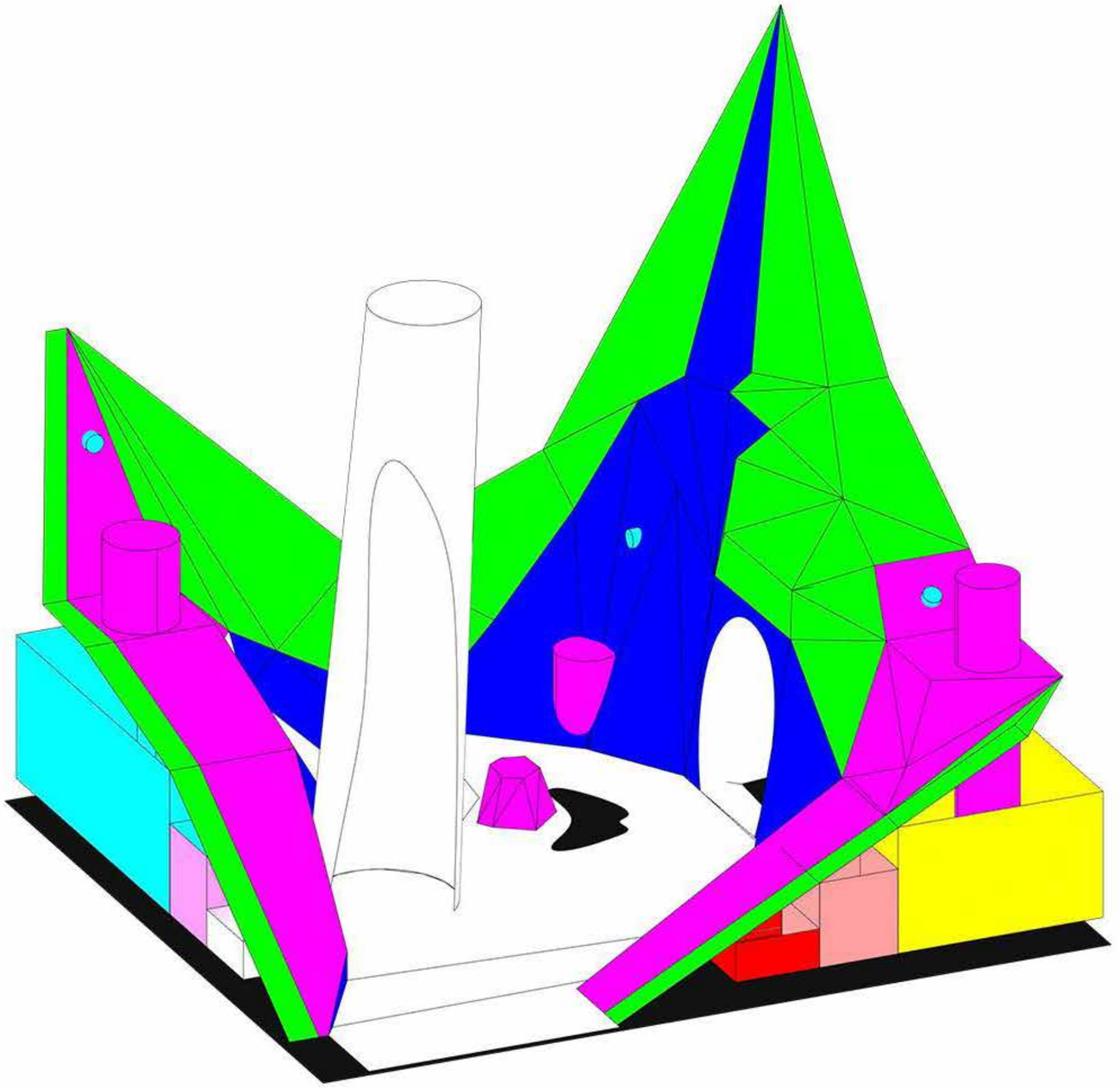


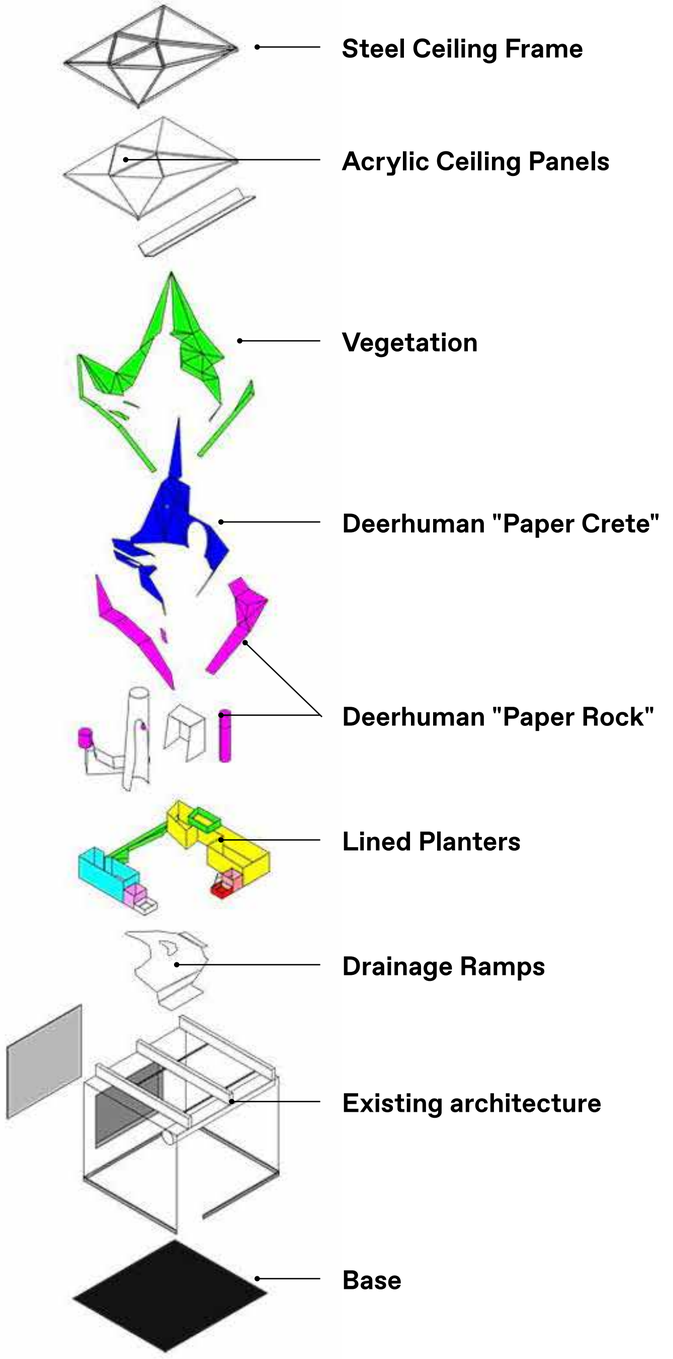

43
44
45
41
42
62
60




90.20
28.85
54.40
29.00


62
60
56
20




Steel Ceiling Frame
Acrylic Ceiling Panels
Vegetation
Deerhuman "Paper Crete"
Deerhuman "Paper Rock"
Lined Planters
Drainage Ramps
Existing architecture
Base

Snow Pattern • Graphic Design • 2021

Graphic design for temporary outdoor structures.

Wind shelters comissioned by the City of Montréal and Desjardins bank. Industrial design inspired by the shape of a classic show shovel, graphics inspired by the trails of snow in the air when shovelling sidewalks.

Architectural design by Nos Architects.
Installation by Superwise.
Fabrication by Double Effet.

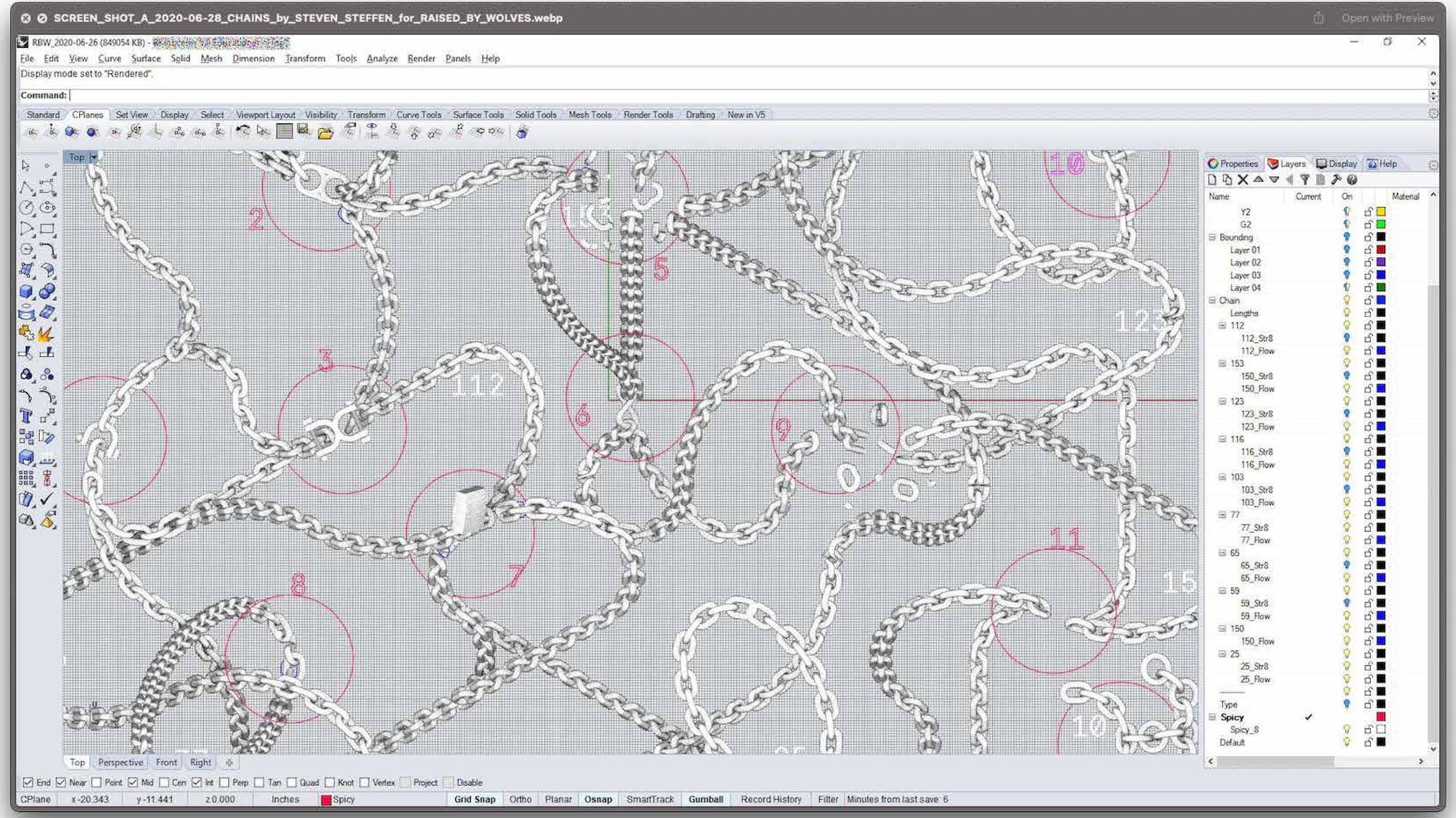
Raised by Wolves • Graphic Design • 2021

3D chain print for Raised by Wolves.

Repeating chain pattern built in 3D.
3 cut-and-sew garments, each an edition of 100.
Made in Canada, distributed globally.

Art direction by Cal Green.

RAISED BY


SCREEN_SHOT_A_2020-06-28_CHAINS_by_STEVEN_STEFFEN_for_RAISED_BY_WOLVES.webp
Open with Preview
RBW_2020-06-26 (849054 KB)
File Edit View Curve Surface Solid Mesh Dimension Transform Tools Analyze Render Panels Help
Display mode set to "Rendered".
Command:
Standard CPlanes Set View Display Select Viewport Layout Visibility Transform Curve Tools Surface Tools Solid Tools Mesh Tools Render Tools Drafting New in V5
Top
Properties Layers Display Help
Name Current On Material
Y2
G2
Bounding
Layer 01
Layer 02
Layer 03
Layer 04
Chain
Lengths
112
112_Str8
112_Flow
153
150_Str8
150_Flow
123
123_Str8
123_Flow
116
116_Str8
116_Flow
103
103_Str8
103_Flow
77
77_Str8
77_Flow
65
65_Str8
65_Flow
59
59_Str8
59_Flow
150
150_Flow
25
25_Str8
25_Flow
Type
Spicy
Spicy_8
Default
Top Perspective Front Right
End Near Point Mid Cen Int Perp Tan Quad Knot Vertex Project Disable
CPlane x -20.343 y -11.441 z 0.000 Inches Spicy
Grid Snap Ortho Planar Osnap SmartTrack Gumball Record History Filter Minutes from last save: 6

Bug Skateboards • Graphic Design • 2022

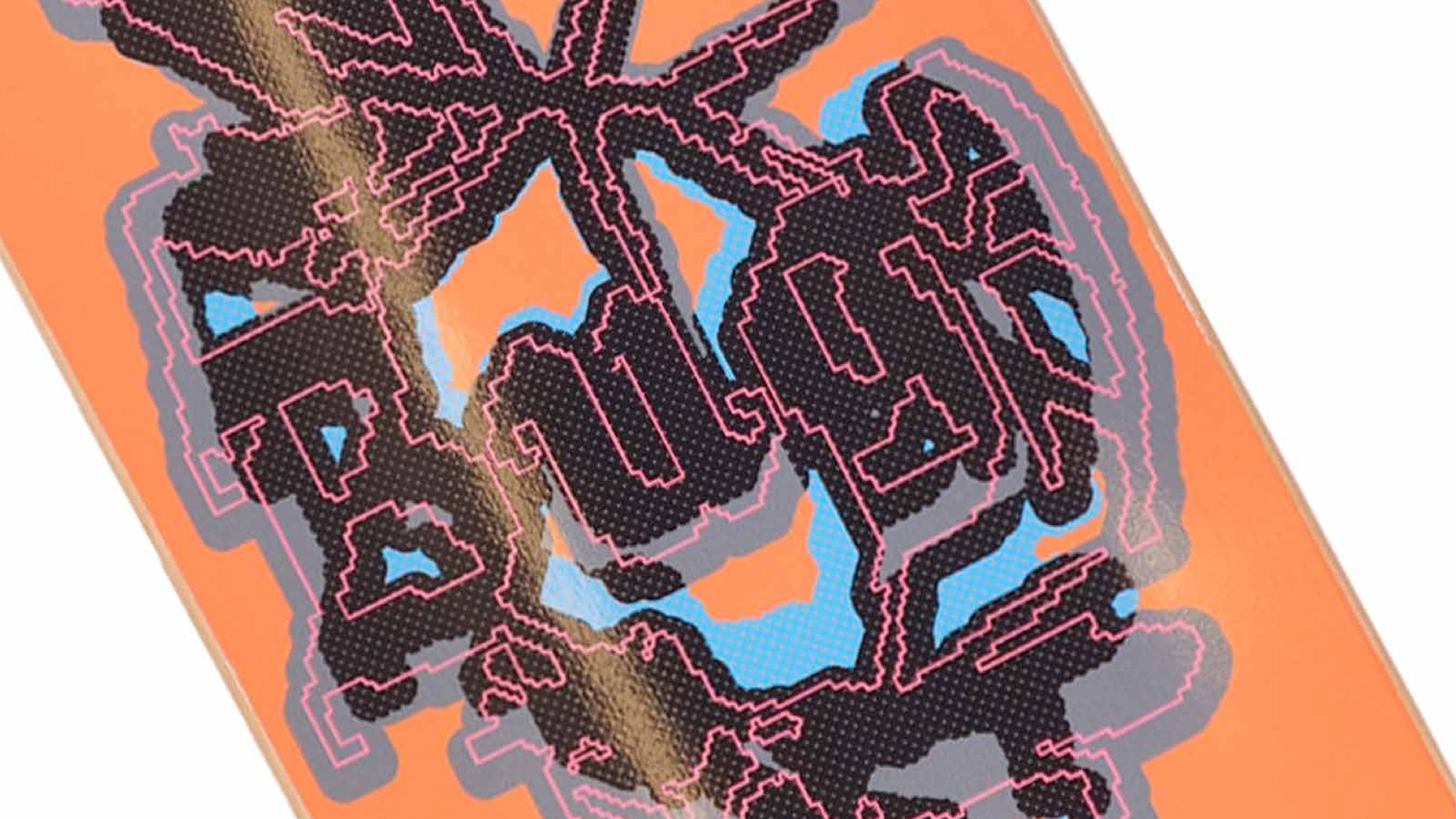
Graphic design for skateboards and softgoods.

Bug is a company focused on building community.
Welcome to where you are, they say.

Creative Direction Ed Pouth.
Photography by Hugo Bernier.
Boards pressed at Generator BBS.
Totes made at Trame.

Bug

Bugs
Bugs
Bugs



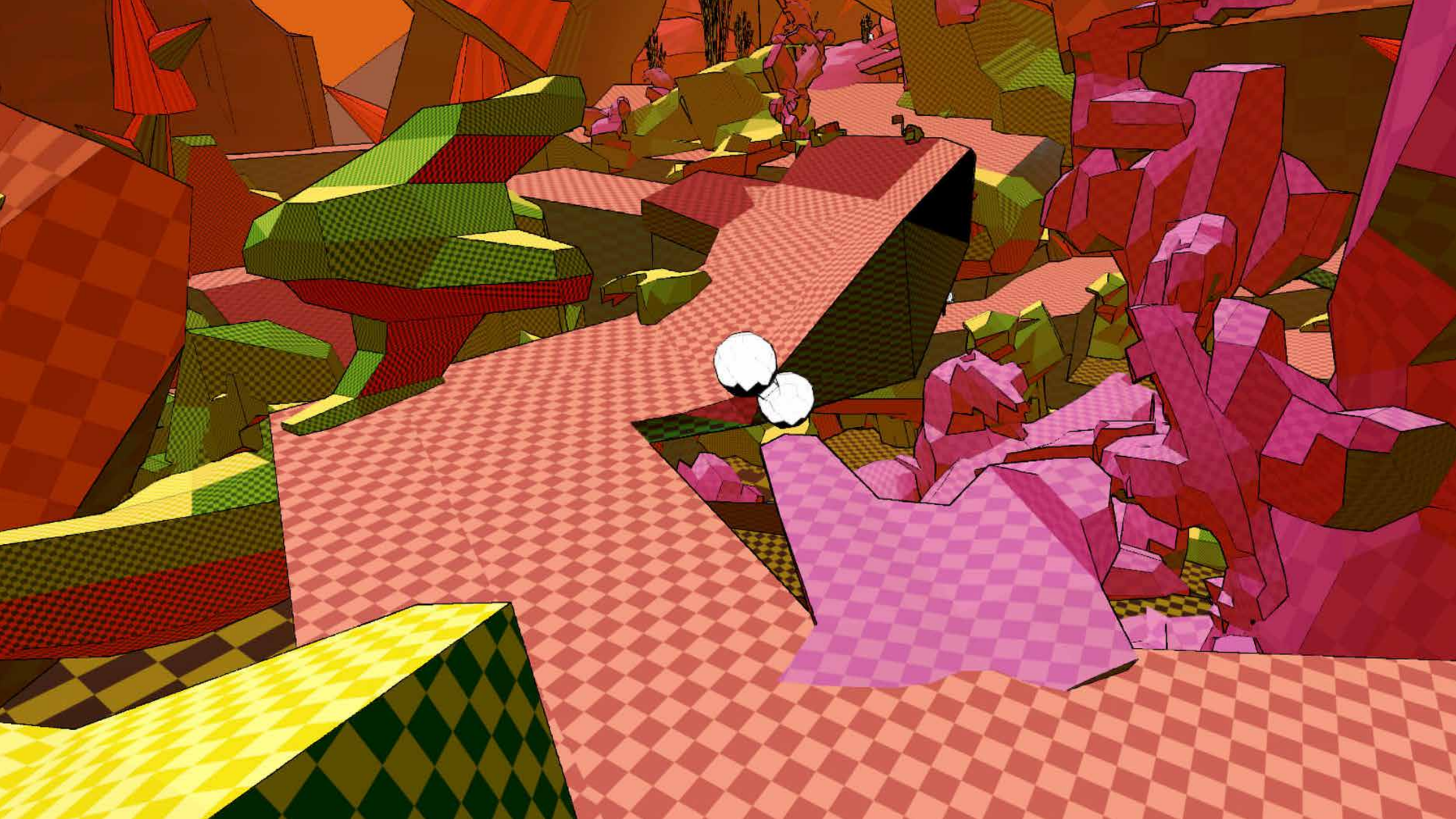
Raw Nerve • Video Game • 2023

Unity Game design and production.
Interactive identity and marketing.

Otherworldly driving exploration.
80,000+ downloads between MacOS and Windows.
Currently at 90% positive ratings on Steam.

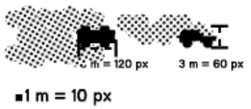
A project by OddWeather Games.

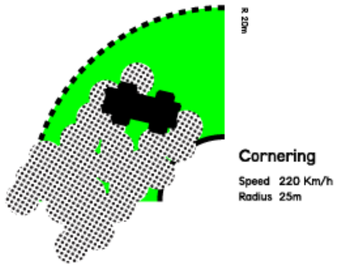
Checkpoint Return
999 m
Mushroom
Ground Level

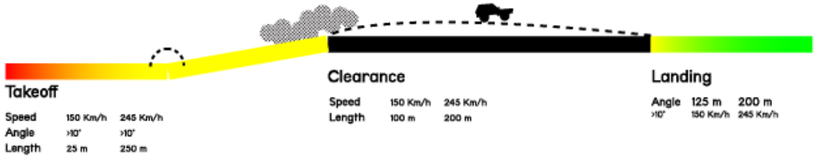


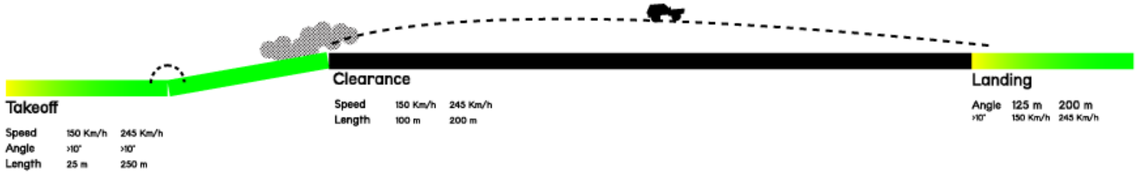
RawNerve

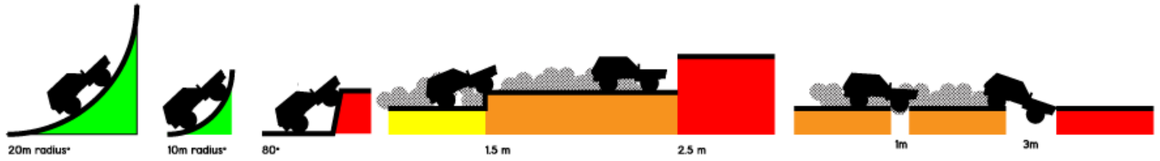
6 m = 120 px
3 m = 60 px
1 m = 20 px

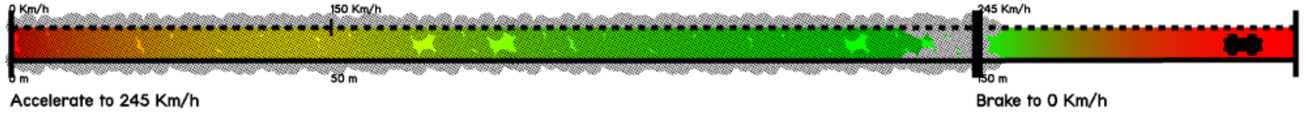

6 m = 120 px
3 m = 60 px
1 m = 10 px


R 25m
Cornering
Speed 220 Km/h
Radius 25m


Takeoff
Speed 150 Km/h 245 Km/h
Angle >10° >10°
Length 25 m 250 m
Clearance
Speed 150 Km/h 245 Km/h
Length 100 m 200 m
Landing
Angle 125 m 200 m
>10° 150 Km/h 245 Km/h


Takeoff
Speed 150 Km/h 245 Km/h
Angle >10° >10°
Length 25 m 250 m
Clearance
Speed 150 Km/h 245 Km/h
Length 100 m 200 m
Landing
Angle 125 m 200 m
>10° 150 Km/h 245 Km/h


20m radius*
10m radius*
80°
1.5 m
2.5 m
1m
3m


0 Km/h
150 Km/h
245 Km/h
0 m
50 m
150 m
Accelerate to 245 Km/h
Brake to 0 Km/h

Steam
https://store.steampowered.com › app › Raw_Nerve

Raw Nerve on Steam

Raw Nerve is a slippery, small driving sandbox in a psychedelic galaxy. Take a casual rip or speedrun to the summit for a top time.

9/10 ★★★★½ (70)

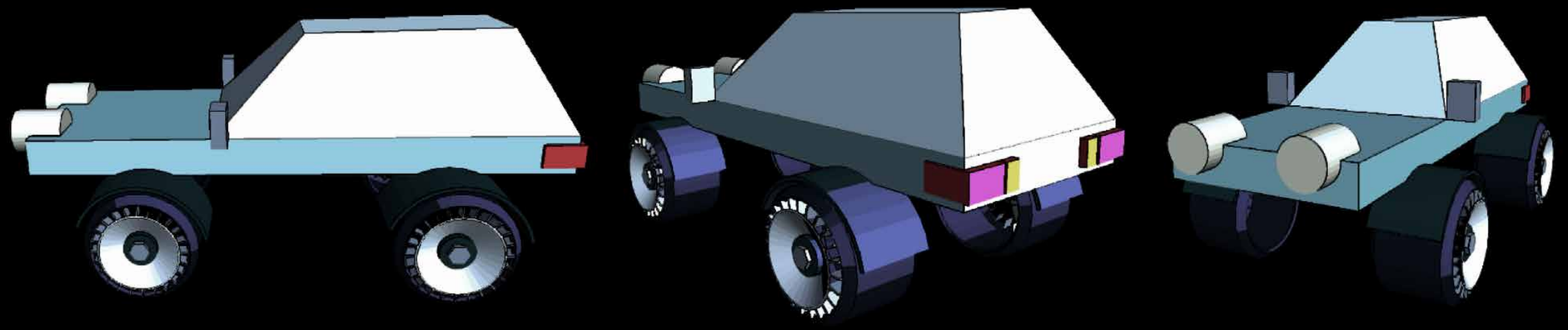
Aa Bb Cc Dd Ee Ff
Gg Hh Ii Jj Kk Ll Mm
Nn Oo Pp Qq Rr Ss Tt
Uu Vv Ww Xx Yy Zz

A+

4:20

WEIRD WILD WORLD
TRUCKIN' AWESOME
SLIPPERY SANDBOX

RETRY GARAGE ZONE



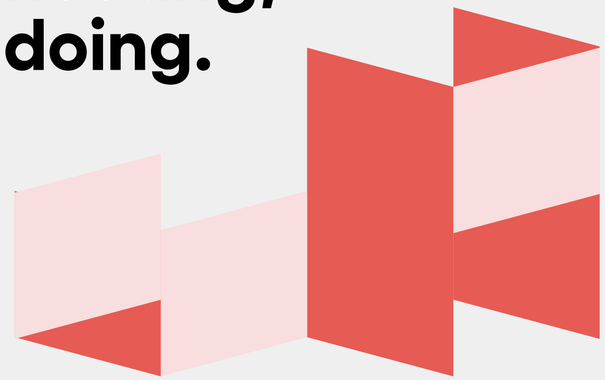
SuccessFinder • Graphic Design • 2024

Graphic design for B2B pitch-deck and employee swag.

SuccessFinder accelerates talent development programs by assessing and unlocking human potential with behavioral science.

Copy writing by Marie-Audrey Roy.
Strategy by Eva Verrault.

Leadership is a craft learned by reflecting, training, and doing.



Identifying your right approach

The “right” leadership approach depends on the team, culture, level, role, and organization.We transfer capabilities to new contexts, using better awareness of self, others.

Unlocked shared success, experiences, and unseen superpowers.

Rapid change calls for maximizing new potential.

The war for talent is over

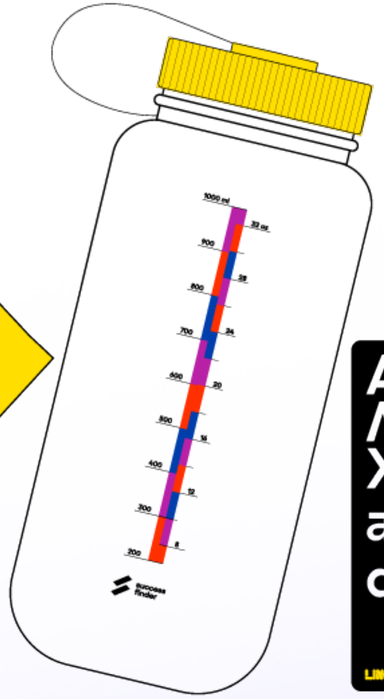
The war for talent is over. Now, it’s about under-maximized potential of the talent remaining after layoffs. People currently leading do not have the skills for upcoming challenges like AI and increasingly rapid change.

Driving leadership excellence.

Developing people and profits with the power of behavioral science.

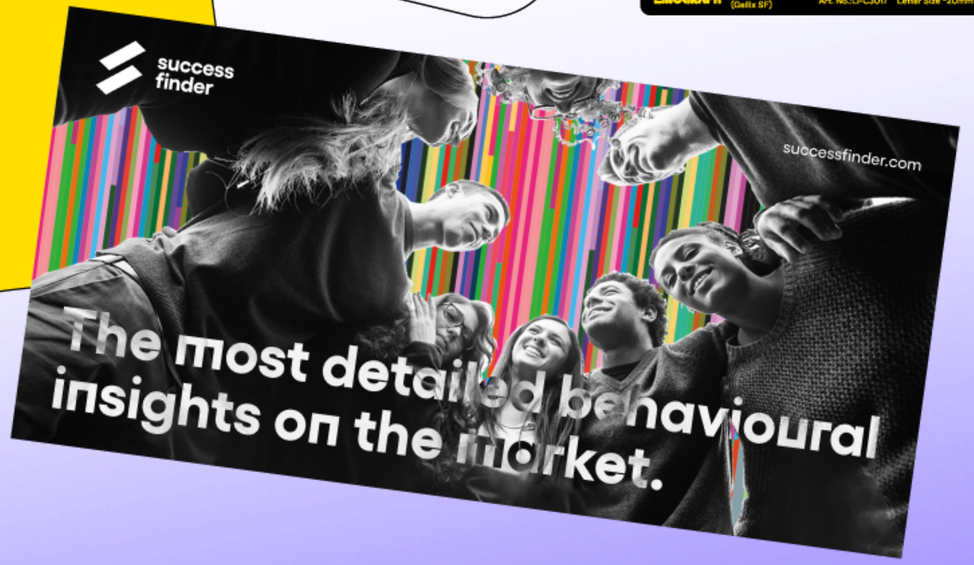
Mercredi, le 17 janvier
Wednesday, January 17
Journée Stratégique
Strategic Day
2024
Nourrissant l'inspiration et encourageant la collaboration
Une journée élaborée pour vous permettre d'en apprend
sujets qui vous tiennent à cœur, là où le travail rencont
Fueling inspiration and fostering teamwork
A day designed to delve deeper into topics close to your heart, where work meets wonder.
Horaire de l'événement
Event Schedule
Cafeteria
8:30 Breakfast
Salle de conférence 15ème etage — Conference Room 15th floor
9:30 Kick-off
Ronald Dahms
10:00 The Topic Name is Coming
Guest Speaker
10:45 Pause du matin / Morning break
11:15 Market trends fireside chat
Rasha Bohsali
Léandre Chénard- Poirier
Irène Samson
Cafeteria
12:00 Dîner / Lunch

sm
Human Resources



HumanResources

ABCDEFGHIJKL
MNOPQRSTUVW
XYZ0123456789
abcdefghijklmnop
qrstuvwxyz !?$^&)]
•+-=~> *
LINOGRAPH Lettering Template (Gellix 6F) Art. No.:LI-C3017 Letter Size ~20mm


success finder
successfinder.com
The most detailed behavioural insights on the market.

Bedazzled • Graphic Design • 2024

Type design for film titles.

Bedazzled is a skateboard movie filmed
in Tiohtià:ke (Montréal).

Art direction by Manu Bardier.
Premiered at WOF film festival in Seattle.

Bedazzled

Annie Brel Camille
Diesel Homies Hannah
Mann Ro Steve Bobby

PIFAF • Graphic Design • 2024

Graphic design for print and Instagram campaign.

Pay it forward Art Fund is the gift of two Guelph residents to their community; an artists fund of $6,000 to realize a project that Pays it Forward.

Initial social media plan by Guelph Arts Council
Social media presence by Davrielle Salzberg.

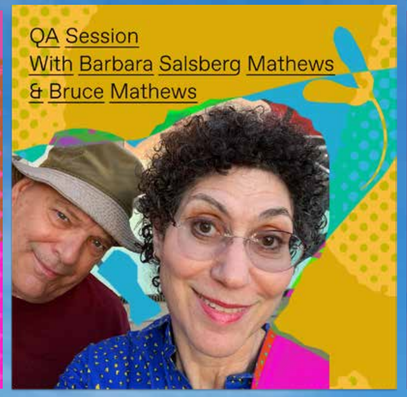
Open Call for Guelph Based Artists
$6,000 Project Fund
Share
experience
Connect
people
Pay it
forward.
www.ArtNotShame.org
SPRINKLERS
THROUGHOUT
BUILDING

How will people *participate* in your project?

Tell us about your *project!*

Sept 23rd on *Instagram live* at 7:00 PM EST!

Use your talents, *Pay it forward!*



Will this artwork leave behind any *permanent reminders?*

How will you *budget* the $6,000?

Will your project be hosted in a *community space?*

How does your project benefit the *Guelph community?*

What *motivates you to* build up your commuinity?

Sept 23rd on *Instagram live* at 7:00 PM EST!

Live QA Session

Sept 23rd on *Instagram live* at 7:00 PM EST!

Danse Cité • Graphic Design

Design guide for cultural org.

Danse-Cité is a cultural org that has been involved in the research, creation, production and diffusion of performing arts in Montréal for over 40 years.
I've been working with DC for 4 years.

Artistic direction by Sophie Corriveau,
Web dev by Dan Fernandes and Joe Rage,
Communications by Maud Mazo Rothenbühler.

danse—cité
recherche · création · production · diffusion

danse—cité
recherche · création · production · diffusion

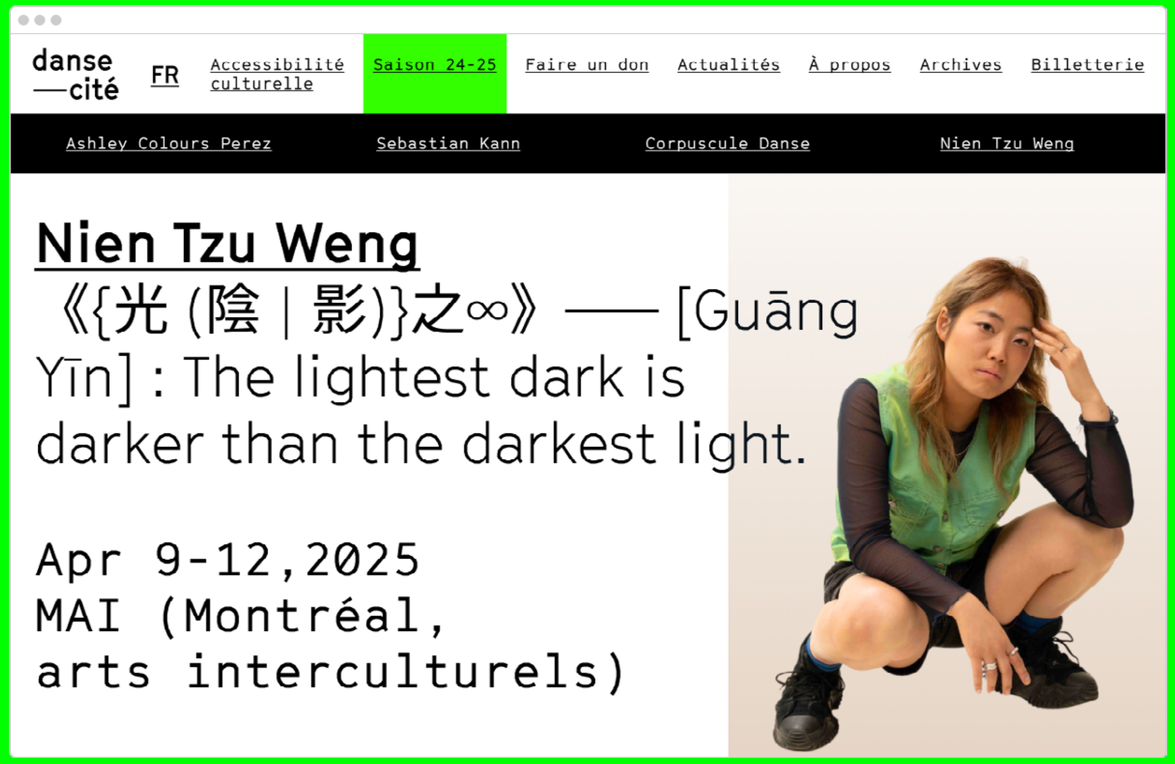
danse—cité
recherche · création · production · diffusion

danse—cité
recherche · création · production · diffusion

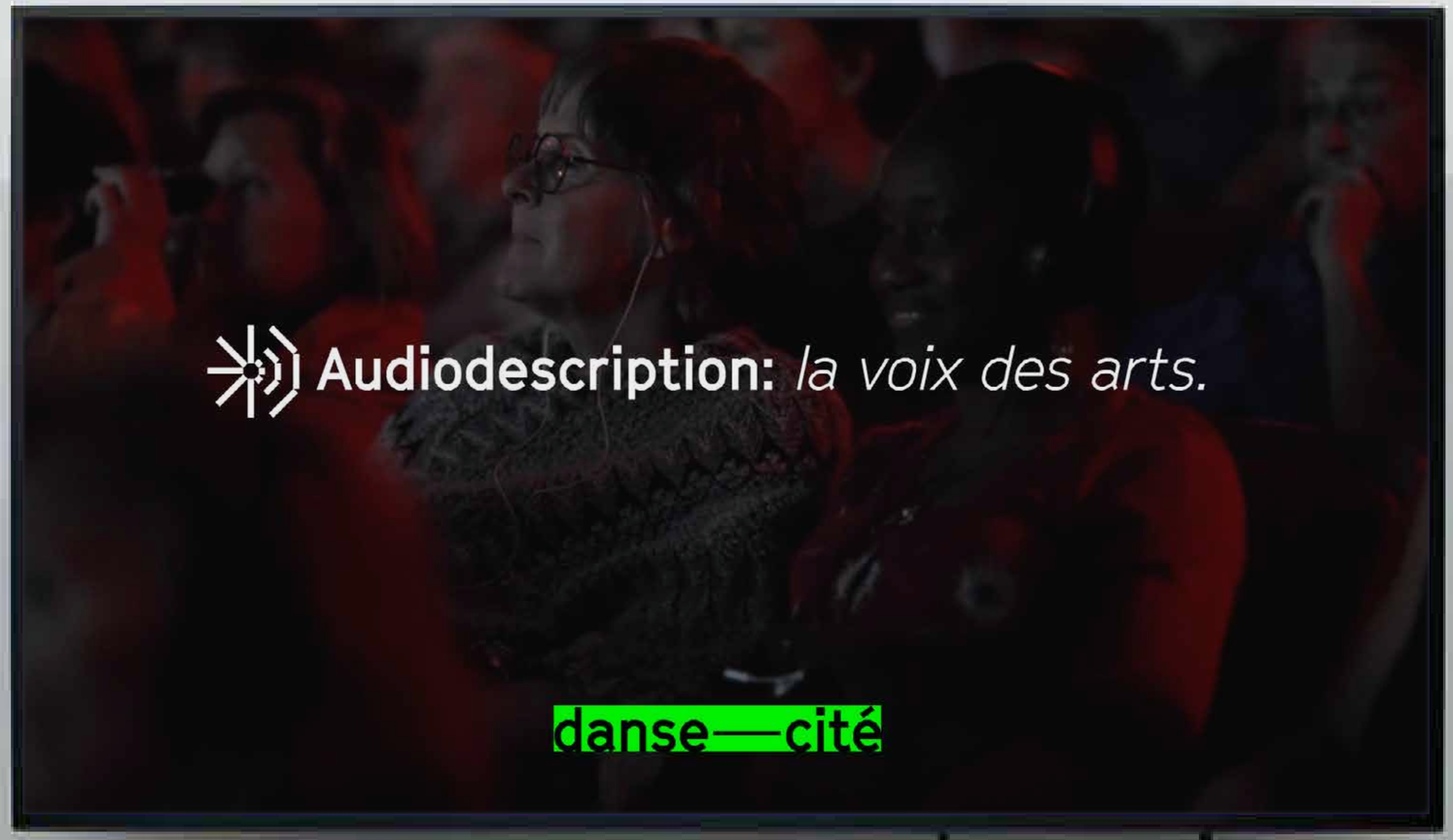
danse—cité
recherche · création · production · diffusion

danse—cité
recherche · création · production · diffusion

Sebastian Kann
Topical Dance
Nov 27-30, 2024
La Chapelle
Scènes Contemporaines
danse—cité


danse —cité
FR
Accessibilité culturelle
Saison 24-25
Faire un don
Actualités
À propos
Archives
Billetterie
Ashley Colours Perez
Sebastian Kann
Corpuscule Danse
Nien Tzu Weng
Nien Tzu Weng
《{光 (陰 | 影)}之∞》—— [Guāng Yīn] : The lightest dark is darker than the darkest light.
Apr 9-12,2025
MAI (Montréal, arts interculturels)

Ashley Colours Perez
Generating Danse
Sep 11-14, 2024
La Chapelle Scènes Contemporaines
danse—cité


Audiodescription: la voix des arts.
danse—cité

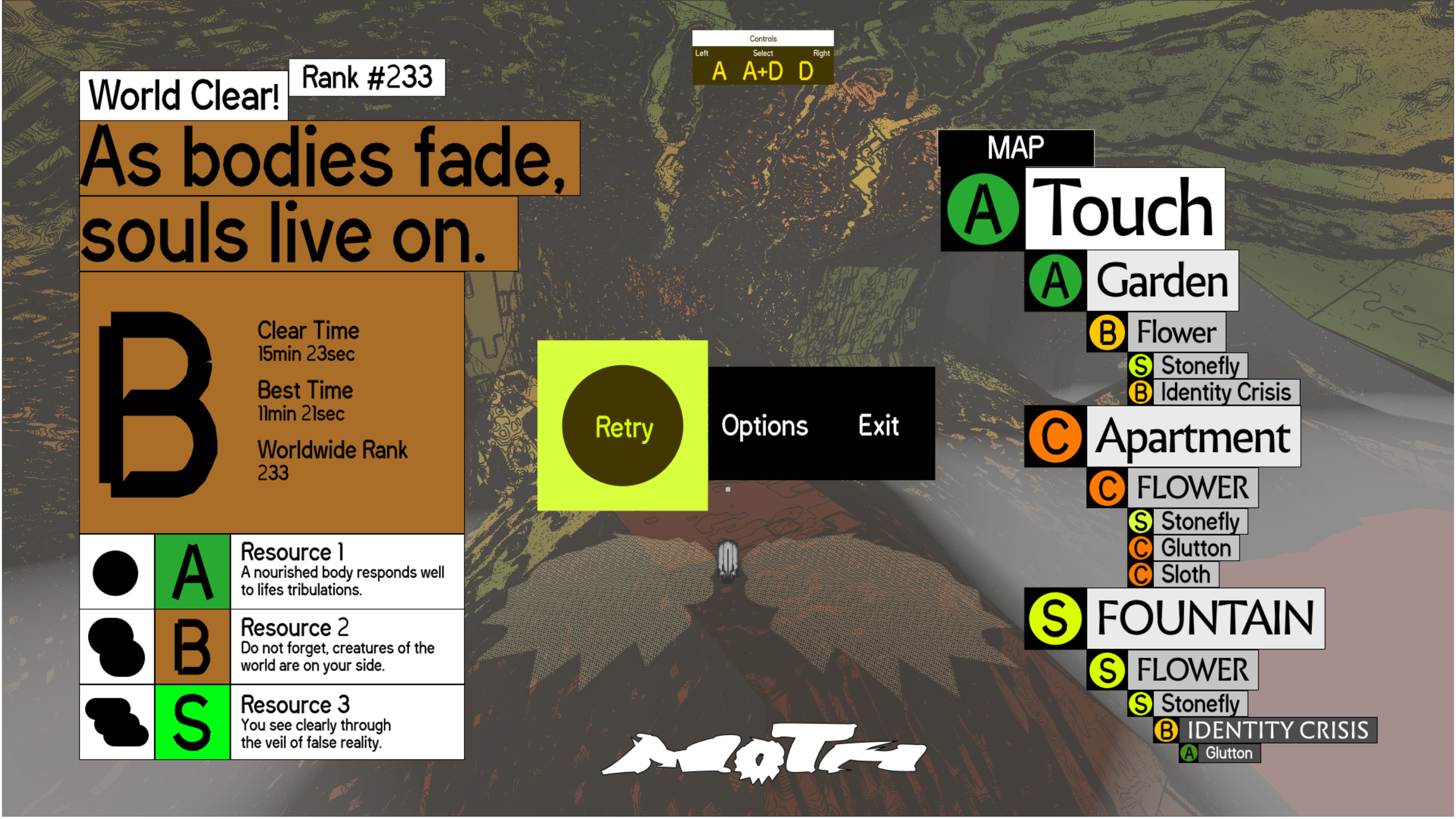
Audiodescription
Remerciements
Thanks
Conseil des arts du Canada
Canada Council for the Arts
CALQ
Conseil des arts et des lettres du Québec
CONSEIL DES ARTS DE MONTRÉAL
Canada
Québec
TD
Mirella & Lino Saputo Foundation
CDPQ
Fondation Sandra et Alain Bouchard
Fondation Cypihot-Ouellette
AGORA
DANSE DANSE
FTA
LA CHAPELLE SCÈNES CONTEMPORAINES
mai
MAISON THÉÂTRE
Audiodescription

Moth • Video Game • Forthcoming

Godot game design and production.
Interactive identity, graphic design for marketing.

Moth is a two button video game about life and death.
The player explores a 3D flying sandbox completing
movement based challenges and puzzles
as a messy, yet delicate Moth.

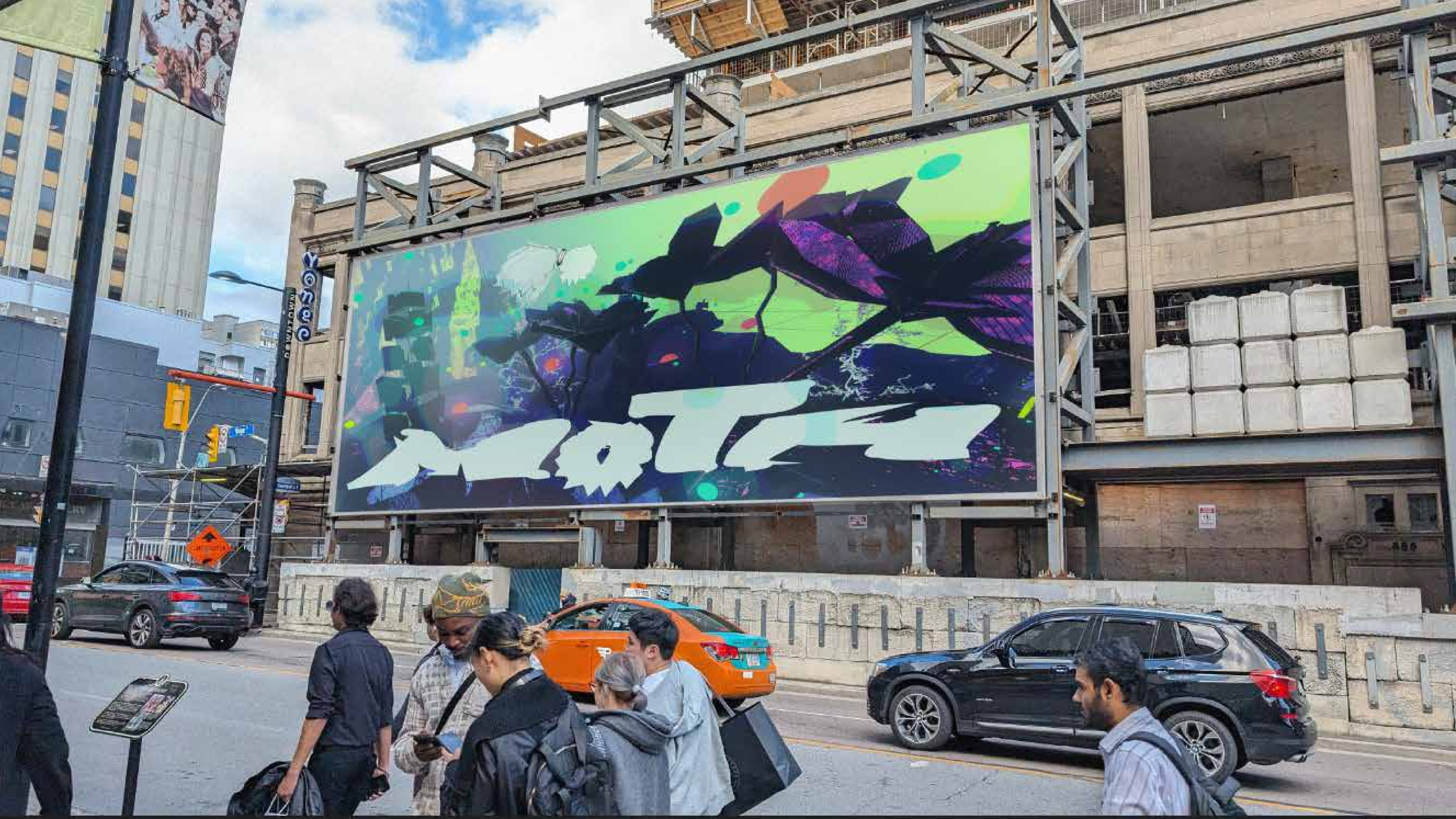
A forthcoming project by Vectorfield Media.


World Clear!
Rank #233
As bodies fade, souls live on.
B
Clear Time
15min 23sec
Best Time
11min 21sec
Worldwide Rank
233
A
Resource 1
A nourished body responds well to lifes tribulations.
B
Resource 2
Do not forget, creatures of the world are on your side.
S
Resource 3
You see clearly through the veil of false reality.
Controls
Left Select Right
A A+D D
Retry
Options
Exit
MAP
A Touch
A Garden
B Flower
S Stonefly
B Identity Crisis
C Apartment
C FLOWER
S Stonefly
C Glutton
C Sloth
S FOUNTAIN
S FLOWER
S Stonefly
B IDENTITY CRISIS
A Glutton

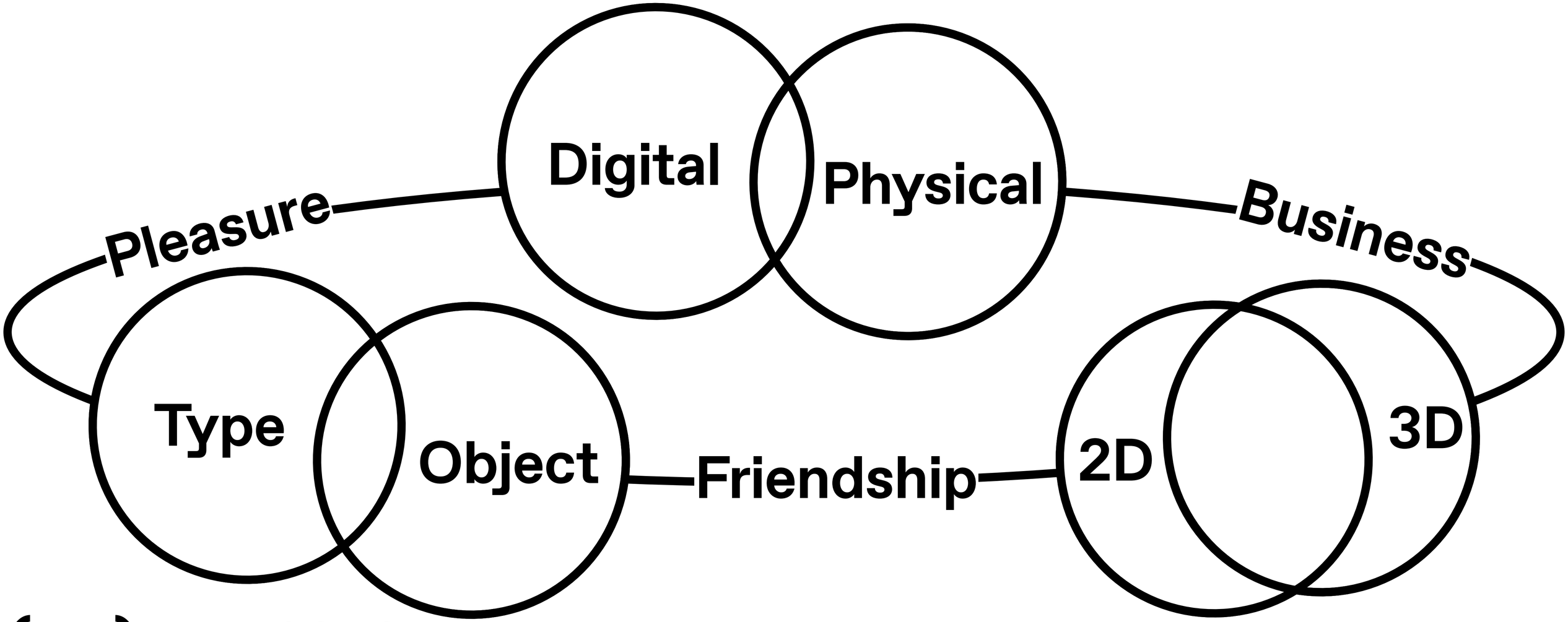
L
R
Stonefly
Dichotic by nature, two ends pull eachother into harmony
X
Y
A
B

A two button game about life, and death.

MOTH


YONGE

Steven Steffen • Designer



(514) 515-6373
https://stevensteffen.com
stevenksteffen@gmail.com