

Henry Stankiewicz

Assistant Professor of Graphic Design | Design Technologist

Robert Busch School of Design | Michael Graves College | Kean University

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1 EDUCATION

Full Sail University, Winter Park, Florida

Master of Science: Entertainment Business, 2014

Valedictorian, Advanced Achievement Award

Monmouth University, West Long Branch, New Jersey

Bachelor of Fine Arts: Graphic Design and Animation, 2013

Cum Laude

2 PROFESSIONAL APPOINTMENTS

Kean University, Michael Graves College, Union, NJ

Assistant Professor of Graphic Design (Tenure-Track) | 2021 - Present

Full-Time Lecturer | 2017 - 2021

Adjunct Professor | 2016 - 2017

Principal Institutional Leadership Roles:

Co-Founder and Director, Center for Immersive Experiences (2023 – Present)

- Directs the strategic vision and technical operations for the college's primary research hub for XR, LiDAR, and real-time media.
- Orchestrates cross-disciplinary faculty research initiatives and manages the procurement of high-density data capture and visualization hardware.
- Facilitates institutional partnerships with nationally accredited museums and community organizations to translate faculty research into public-facing immersive exhibits.

Co-Founder, The Happiness Collaborative (2026 – Present)

- Operationalizes the High-Tech Humanist research agenda, focusing on the intersection of design infrastructure and community well-being.
- Directs projects, including the Zimmerman Urban Community Garden Project (pilot), to measure the impact of design on Civic Agency.

Coordinator, Motion Studio & Emerging Technologies (2017 – Present)

- Serves as the curator for the college's motion graphics and technical production facilities, overseeing a 12-station high-performance research lab.
- Spearheads the integration of design-to-code workflows and AI-assisted production pipelines into the undergraduate and graduate curricula.

Design Technologist (Independent Practice), East Brunswick, NJ

Technical Director & Interaction Designer | 2014 – Present

Specializing in real-time media orchestration, generative AI and design-to-code workflows, physical computing, and humanistic-driven technical frameworks.

3 SCHOLARSHIP AND CREATIVE WORKS

I. PEER-REVIEWED PUBLICATIONS

- Stankiewicz, H., Johnston, E. (2025). "Nantucket Harbor Visualization: A Case Study in Student-Driven, Cross-Disciplinary Extended Reality Design." *2025 Motion Design Education (MODE) Summit Proceedings*, Prague, CZ.
- Johnston, E., Stankiewicz, H., et al. (2022). "Extended Reality Visualization Research: Opportunities for Agency." *UCDA Design Education Summit Proceedings*.
- Johnston, E., Vozos, E., Stankiewicz, H., et al. (2020). "Liberty Hall 360 Immersive Experience." *15th UCDA Design Education Summit Proceedings*, 158–163.
- Johnston, E., Stankiewicz, H., et al. (2020). "Michael Graves Residence VR Experience." *15th UCDA Design Education Summit Proceedings*, 148–156.
- Stankiewicz, H. "Structurally Necessary: Humanistic Mediation as a Design Discipline." Target: *Journal of Design Research*. In preparation, 2026.
- Stankiewicz, H. "Unghosting the Machine: Designing Agency in the Age of Technological Alienation." Target: *MODE Summit*. In preparation, 2026.

II. DISSEMINATION OF CREATIVE WORK (JURIED & INVITED)

- **Exhibition:** *Nantucket Harbor Visualization Project*. Nantucket Historical Association Whaling Museum (Nationally Accredited). 2024.
- **Screening:** *Liberty Hall 360: A Revolutionary Wedding*. Global XR Virtual Conference. 2023.
- **VR Experience Demo:** *Liberty Hall 360*. International Motion Design Education (MODE) Summit, Philadelphia, PA. 2023.

- **Installation:** *Reflection Booth: Latino Perspectives on Language and Race*. Middle Atlantic Council of Latin American Studies, PennWest, PA. 2026.

III. INVITED LECTURES & PRESENTATIONS

- **Presentation:** "Building Together: A Cross-Cultural Model for Ethical Global Learning." *Conference on Learning and Student Success*. 2026. Status: Accepted.
- **Paper Presentation:** "Nantucket Harbor Visualization: Cross-Disciplinary XR Design." *MODE Summit*, Prague, Czech Republic. 2025.
- **Presentation:** "Liberty Hall 360: Presence in Cultural Heritage Projects." *MODE Summit*, Philadelphia, PA. 2023.
- **Presentation:** "Designing for Presence in VR Cultural Heritage Projects." *Global XR Virtual Conference*. Online. 2023.

IV. APPLIED DESIGN TECHNOLOGY

- **MajorSpec:** Full-Stack Web Framework for Demystifying Hardware Literacy. In beta, 2026.
- **CraftRole:** Person-Environment Fit Platform for Hidden Role Identification. In beta, 2026.

V. CREATIVE WORK IN DEVELOPMENT

- **Installation:** *Interfaces – A Collaborative Design Build*, Global-collaborative design build festival. Installations scheduled: August 2026.
- **Digital Twin:** *La Pica Reimagined: Sembrando Semillas*. Invited creative work for spatial reclamation in Jayuya, Puerto Rico. In-process, 2026.
- **Interactive Installation:** *Acts of Construction – Act One, Staging*. BuildFest Art & Architecture Festival, Bethel Woods Center for the Arts. Installation scheduled: September 2026
- **Documentary:** *SuperAdobe: Local Earth, Global Practice*. Reflective film on a collaborative community design-build (Happiness Collaborative pilot). In production, 2026.

4 GRANTS AND EXTERNAL FUNDING

I. EXTERNAL GRANTS (FEDERAL & NATIONAL)

- **National Endowment for the Arts (NEA): Grants for Art Projects (2026)** *Status: Draft in Progress*. Project: "Nantucket XR: Digitally Restoring the Oldest House."

- **National Endowment for the Arts (NEA): Grants for Art Projects (2023)** *Status: Submitted, Not Funded.* Project: "Nantucket XR: The Coffin House and the Old Mill."
 - **Grant Co-Author and Co-PI**
- **National Endowment for the Humanities (NEH) (2018 – 2022)**
MAKEHISTORY@KEAN: William Livingston's World. **Total Grant Award: \$84,932**
 - **Associated Project Producer / Production Manager / VR Technical Advisor**
Project: "Liberty Hall 360: A Revolutionary Wedding." Produced award-winning cross-disciplinary production involving history, theatre, and design.

II. INTERNAL RESEARCH SEED FUNDING

- **Students Partnering with Faculty (SPF) Award (2025):** \$11,500. *Nantucket XR: Stories from Old Gaol. Digital Twin Workflows Transferring LiDAR and Photogrammetry into Real-Time Engines.*
- **Released Time for Research (2023-2024):** 6 Credits. *Nantucket Harbor Visualization Project Final Deliverables and Manuscript Development.*
- **Students Partnering with Faculty (SPF) Award (2022):** \$12,500. *Nantucket Harbor 1890 Prototype.*
- **Released Time for Research (2022):** 6 Credits. *Nantucket Harbor Visualization Project Initial Site Research and Prototype and Designing the Experience Design Lab within the Center for Immersive Experiences.*
- **Students Partnering with Faculty (SPF) Award (2022):** \$12,500. *Expanding the Nantucket Historical Association Research Collaborative*

5 AWARDS AND HONORS

- **2020 New York Emmy Nominee, Nostalgia Program:** *Liberty Hall 360 (VR Version)*
- **Viddy Award of Excellence:** *Liberty Hall 360 (Virtual Reality Category).*
- **MARCOM Platinum Award:** *Liberty Hall 360 (Virtual/Augmented/Mixed Reality).*

6 PEDAGOGICAL LEADERSHIP, TEACHING, & MENTORSHIP

I. CURRICULUM ARCHITECTURE & INNOVATION

Defining the strategic direction of immersive design education at Kean University.

- **MDes in Creative Technology (2025):** Proposed and developed the Robert Busch School of Design's first graduate degree, bridging the gap between design theory and emerging technical orchestration.
- **Motion Design Sequence:** Designed and overhauled the course core (Motion I and II) and developed various Special Topics Electives to integrate real-time engines and AI-assisted orchestration.
 - *Core Electives Developed:* **Motion for Portfolio, Motion Case Studies, and Storytelling for Designers.**
- **XR & Spatial Computing Curriculum:** Established the college's first dedicated courses in immersive worldbuilding and real-time interactive systems.
 - *Special Topics Developed:* **Immersive Design in Unreal Engine, Immersive Worldbuilding, and Game & Interaction Design.**

II. INTERDISCIPLINARY CO-DEVELOPMENT & COLLABORATIVE PRACTICA

- **Designing for Extended Reality Experiences:** (Co-developed with Efe Kutuk, Industrial Design Coordinator). A cross-disciplinary bridge between physical product design and digital spatial interfaces.
- **The Happiness Collaborative:** (Co-founded with Denise Anderson, Program Chair, Robert Busch School of Design) An advanced research-studio model focused on social infrastructure and community-engaged design.
- **Social Media Practicum:** (Co-developed with Ed Johnston, Graphic Design Coordinator). Focused on the strategic deployment of multi-modal content within professional creative ecosystems.

III. PEDAGOGICAL STEWARDSHIP & COURSE MODERNIZATION

Updating required core curriculum to meet R2 research standards and contemporary industry technical requirements.

- **Graphic Design Portfolio (Major Capstone):** Modernized the senior thesis to include motion and interactive case studies and time-based media initiatives, ensuring graduates meet current industry standards for technical literacy.
- **Studio Skills & Computers in Graphic Design:** Redesigned these foundation-level courses to prioritize professional-grade asset management and high-performance computing workflows.

IV. MENTORSHIP, STUDENT RESEARCH, & PROFESSIONAL PLACEMENT

Evidence of high-impact mentorship through the integration of undergraduate research into professional-grade creative pipelines.

1. Competitive Student Recognition (National & International)

- **The Young Ones / ADC Awards (The One Club for Creativity):**
 - **Liam Elias: Young Ones Portfolio GOLD Award – Animation & Visual Effects.** *This is one of the most prestigious global recognitions for an emerging designer. I mentored Liam through the synthesis of high-end motion orchestration with narrative project storytelling.*
 - **Liam Elias: Young Ones Art Director’s Club SILVER Award – Design for Social Good (Motion / Film Craft).** *This award validates the “Civic Agency” pillar of my pedagogy. The project demonstrated how motion design can be utilized as a tool for social impact and community narrative.*
 - **Kathleen Cummings: Young Ones Art Director’s Club MERIT Award – Illustration: Wildcard.** *Mentored the development of a unique visual language that bridged traditional illustration with emerging digital methodologies.*

2. National Fellowships

Facilitating student entry into elite professional development programs and national diversity initiatives.

4a Foundation: MAIP (Multicultural Advertising Intern Program) Fellows:

This consistent pipeline validates my technical democratization initiative, ensuring that students from diverse backgrounds are technically equipped to compete at the highest levels of the global agency landscape.

- **2025 Fellow:** Daniyel Brackett
 - **2024 Fellows:** Ana Cespedes, Jordie Inoa
 - **2023 Fellows:** Manuel Hernandez, John Ho
 - **2021 Fellow:** Kedemah Reid

Verizon: adfellows:

A fully immersive 8-month program offering real-world experience with work rotations across multiple organizations, with a goal of securing 90% full-time job placement.

- **2022 Fellow:** Lindsay Nell O’Connell

ANDY Awards: Shape The Future Creative Mentorship Program:

This mentorship program partners students with international ANDY Awards jurors. Candidates are selected by their potential to change the industry in the next 10 years.

- **2022 Mentee:** Tricia Cenit

3. Mentorship of Research Assistants

Managing multi-year student research cohorts within the Center for Immersive Experiences (CIE).

- **Lead Faculty Mentor, Nantucket XR (2021-Present):** Directed 12+ student researchers across four semesters. Mentorship included training in 3D environment building, visual refinement, and archival synthesis.
- **Faculty Mentor, Liberty Hall 360 (2018-2021):** Supervised a cross-disciplinary team of student designers and historians. Provided technical oversight for the cinematic VR production that received a NY Emmy Nomination.
- **The Happiness Collaborative Practicum:** Mentored students in design-build methodologies, overseeing the physical production of wayfinding and volunteer-education assets for the Zimmerman Urban Garden pilot project.

4. Professional Placement & Alumni Success

Tracking the career trajectory of students who completed the Motion Design and Emerging Tech sequences.

- **Industry Integration:** Graduates under my mentorship have secured roles at leading firms including **Scholar**, **VML LIVE**, and **FutureBrand**, specifically in roles such as *Art Director* and *Motion Designer*.
- **Alumni Mentorship Loop:** Established an informal alumni network where past mentees and researchers from the Nantucket and Liberty Hall projects return to the CIE to provide guest critiques and portfolio reviews for current students.

7 INSTITUTIONAL STEWARDSHIP

My service record reflects a commitment to the sustainable growth of Kean University through strategic committee leadership, the management of high-tier technical assets, and the architecture of forward-looking academic programs.

I. UNIVERSITY-WIDE GOVERNANCE & STRATEGIC TASK FORCES

Focusing on institutional infrastructure, the ethical integration of AI, and R2 research readiness.

- **VP of Research's Research Infrastructure Ad-Hoc Committee (2025–Present):** Advising on the scaling of university resources and hardware/software management policies to support high-level faculty research autonomy and ensure adherence to federal grant requirements.

- **Provost's Task Force on AI (2025):** Contributing to the university's framework for the ethical and pedagogical integration of AI.
- **Provost's Faculty Technology Advisory Group (2024):** Co-developed a campus-wide survey to audit technology overlap and personal faculty expenditures to inform future university-wide tech initiatives; this work resulted in the reconstitution of the Academic Technology and Multimedia Committee.
- **University Appeals Board (2024–Present):** Serving as a formal adjudicator for high-level academic and disciplinary appeals.
- **Academic Standards and Policy Committee (2023–Present):** Providing oversight on the university's academic requirements and policy updates. Volunteered for and served on the subcommittee that authored the university's initial generative AI policy language.
- **Academic Technology and Multimedia Committee (2021–2022, 2025-present):** Providing advocacy for faculty hardware and software access and management. Evaluating and recommending enterprise-level software and hardware solutions for the university.
- **University Curriculum Committee (2019–2020):** Representing the Michael Graves College in the vetting of new university-wide course proposals.
- **General Education Committee** (Elected 2026; service begins Fall 2026).

II. MICHAEL GRAVES COLLEGE (MGC) LEADERSHIP

Directing the technical and curricular evolution of the college as an interdisciplinary research hub.

- **Co-Founder and Director, Center for Immersive Experiences (2023–Present):** Directing the strategic vision and technical operations for the college's primary research hub for XR and real-time media.
- **MGC and IT Strategic Partnership Lead (2025):** Instrumental in securing a dedicated IT staff member housed within the college to support specialized design and architecture technology needs.
- **MGC Personnel Relations Committee (2022–Present):** Serving on the college-level body governing faculty relations and institutional climate.
- **MGC Research Committee (2022–Present):** Identifying and facilitating collaboration opportunities and funding paths for interdisciplinary faculty research.
- **College Curriculum Committee (2017–Present):** Ensuring all college-level programs meet NASAD and NAAB standards while maintaining industry relevance.

- **RTR/UFRI Committee (Chair, 2017–2018; Member, 2017–2021):** Led the evaluation and distribution of faculty research and travel grants.

III. ROBERT BUSCH SCHOOL OF DESIGN (RBSD) STEWARDSHIP

Managing the core operations, faculty recruitment, and technical democratization of the design program.

- **RBSD Curriculum Committee (Chair, 2020–2024; Member 2017–Present):** Provided primary oversight on the overhaul of the Graphic Design and Advertising core sequences.
- **Graphic Design Search Committee (2021–Present):** Developing search language and vetting candidates to ensure new hires align with the university's R2 mission.
- **Motion Studio & Emerging Technologies Coordinator (2017–Present):** Managing the procurement and maintenance of high-performance rendering labs and specialized hardware.
- **BYOD Laptop Requirements & Equity Program (2019):** Redesigned the program's hardware requirements while identifying financial aid and loan methods to ensure technology access for all students.
- **Assessment Coordinator (2020–2022):** Synthesized data and authored formal reports for Graphic Design and Advertising to track student learning outcomes and NASAD compliance.

IV. PROFESSIONAL MENTORSHIP & COMMUNITY IMPACT

Bridging the gap between the classroom and the global design industry.

- **International Research Host & Facilitator: ISEA Roma Design, Italy (2026-Present):** Organized and hosted PhD candidates in Design for Social Change from ISEA Roma to conduct field research and test scholarly outcomes within the Kean University community.
 - **Collaborative Pedagogy:** Orchestrated specialized workshops and classroom integrations, allowing Kean undergraduate students to engage directly in high-level doctoral research and international design methodologies.
 - **Strategic Impact:** Facilitated a Global Research Exchange that validates the Michael Graves College as a viable site for international doctoral inquiry and social design innovation.

- **Planning & Coordination Committee Member: Interfaces Design-Build Festival (2025-2026):** Serving on the committee organizing a global, cross-disciplinary design-build festival, with installations scheduled for August 2026.
 - **Cross-Disciplinary Representation:** The only Graphic Design faculty on the committee, bringing the visual-systems perspective alongside Architecture and Industrial Design.
 - **International Coordination:** Coordinating 50+ students and faculty across four countries, including partners in Brazil and China.
- **The Happiness Collaborative: Civic Engagement & Social Design (2026-Present):**
 - **Regional Partnership Management:** Established a formal research partnership with Jewish Family Services (JFS) of Central NJ to apply design-build and wayfinding strategies to the Zimmerman Urban Garden
 - **Community Scaling:** Lead interdisciplinary teams in developing Social Infrastructure for a food pantry serving 10,000+ diverse residents annually, bridging the gap between HSI/MSI student scholarship and local food security.
- **Nantucket Historical Association (NHA) Liaison (2022 – Present):** Organized official site visits and MOU celebrations with the University President and MGC/NHA leadership.
- **Industry-to-Profession Mentor (2017 – Present):** Providing pro-bono professional headshots, mock interviews, and agency networking for 30+ graduating seniors annually.