



Jack G. Wolfe
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PROFILE

Computer graphics professional with BFA in Computer Art seeks a position utilizing artistic and technical talents. Technical skills include 3D modeling/texturing/animation, graphic design, photo and video production, video game design and advanced knowledge of computer applications on Windows and OSX platforms. Strong design and conceptual capabilities with solid foundation in art and design that includes drawing, photography and sculpture skills. Teaching experience across different skill levels and professional contexts. A motivated, intelligent and creative individual who learns new applications and skills quickly.

SOFTWARE EXPERIENCE

Graphic Design & Photography

- Photoshop, Illustrator, Flash (Animate), Lightroom, InDesign, Dreamweaver, Microsoft Office

Video Production

- After Effects, Premiere Pro, Final Cut Pro X, Compressor, QuickTime, HandBrake

Video Game Design

- Unity, GameMaker, Multimedia Fusion, Scratch

3D Modeling/Animation

- Maya, Lightwave, ZBrush, Mudbox, Blender, SketchUp, UVLayout

Audio Recording

- Logic, Audition, GarageBand, Audacity

Programming

- C, C++, C#, ActionScript 2.0/3.0, MAX/MSP

HARDWARE EXPERIENCE

Canon DSLR & video cameras, Epson printers, Makerbot & Affinia 3D printers, Roland vinyl cutter, Trotec laser engraver, Arduino microcontrollers, Raspberry Pi computers, Crestron & Extron classroom interfaces, Wacom tablets, MIDI keyboards & devices, various audio & video recording equipment.

PROFESSIONAL EXPERIENCE

Wellesley College, Wellesley, Massachusetts (January 2013 – December 2016)

Instructional Technology Specialist

2015 to 2016

Key member of 'Scholarly Innovations' in the Research & Instructional Support department within Library & Technology Services; worked with faculty, students and staff conducting various activities including:

- In-class demonstrations and workshops, especially with the Media Arts & Science, Cinema & Media Studies and Music Departments
- One-on-one technology consultations
- Using equipment such as the Makerbot Replicator 2 3D printer, Roland vinyl cutter, Trotec laser engraver and Epson inkjet printers
- Responding to faculty calls on the Help Desk Classroom Crisis Line for the Jewett Arts Center, Founders Hall, Green Hall & Science Center
- Creating a virtual reality application in the Unity game engine using 3D scanned objects and environments captured at an archaeological dig site in Greece
- Imaging and software testing OSX machines across campus

New Media Technology Lab Assistant

2013 to 2015

Provided instructional, technical and administrative support to faculty and students of the

Art Department of Wellesley College. Specific duties included:

- In-class demonstrations, workshops & one-on-one consultations
- Equipment maintenance and technical support in the Media Arts Lab, Digital Photo Lab and Video Editing Suites of the Jewett Art Center
- Produced a series of instructional videos and resources on the Art Department website
- Color-calibration and software testing of OSX machines

WyzAnt.com, Massachusetts

Freelance Tutor

2012 to 2015

- Private tutoring in Adobe Creative Suite, Maya and other computer applications

Massachusetts Eye & Ear Infirmary, Boston, Massachusetts

Lead Animator

2009 to 2013

- 3D animations for the [Cataract Master](#) software, which simulates different steps involved in cataract surgery for medical training purposes
- Interviewed in EyeWorld, the Newsmagazine of the American Society of Cataract & Refractive Surgery: <http://www.eyeworld.org/article-glimpse-into-education-program-development>

Arts2You, Weston, Massachusetts

Video Game Design Instructor

January to May 2012

- One-on-one personalized video game design instruction for kids and teenagers

Coffee Pond Photography, Natick, Massachusetts

Production Assistant

September to December 2011

- Photoshop editing and data processing of individual and group portraits

Future Media Concepts, Cambridge, Massachusetts

Intern

2008 to 2009

- Administrative, reception and office support for “the nation's premier digital media training center”

Internal Drive Tech Camps, Campbell, California

Instructor/ Camp Counselor

Summers 2005/2006/2007

- UCLA Campus, 2007
- MIT Campus, 2006
- University of Miami Campus, 2005
 - Supervision of campers ages 10-17 and instruction of courses in: Video Game Creation, Video Game Creation Xtreme, Game Modding, Gaming Athletes and Web Design/Flash Animation

SELECTED ACHIEVEMENTS

- Syracuse University Dean's Scholar; graduated Magna Cum Laude May 2008
- Bilingual French/English
- Photo published in March 2014 issue of Babybug Magazine: <http://www.babybugmagkids.com>
- Icons created for iOS apps Quickhelper & Quickhelp:
<https://itunes.apple.com/us/app/quickhelper-tutor-companion/id931226429?mt=8>
<https://itunes.apple.com/us/app/quickhelp-on-demand-academic/id931226425?mt=8>
- Icon & Artwork featured in iPhone app Resuscitation!, a medical simulation game: <https://itunes.apple.com/us/app/resuscitation!/id553887736?mt=8>
- Artwork featured in iPad app PaintByHand: <http://www.youtube.com/watch?v=01ROQsrjsUg>
- Led a corporate training in Adobe Illustrator for T.R. Miller Co., Inc.
- Former Booking Manager, Bass Vocalist and Vocal Percussionist for [Boston Accent A Cappella](#)
- Percussionist and self-taught guitarist

EDUCATION

Syracuse University, College of Visual and Performing Arts, Transmedia Department

- Bachelor of Fine Arts, Computer Art, May 2008, GPA: 3.7, Magna Cum Laude

Lexington High School, Lexington, MA

- High School Diploma, 2004, GPA: 3.4

Université Sainte Anne, Church Point, Nova Scotia

- French Immersion Program, Summer 2002 and 2003

Internal Drive Tech Camp, MIT Campus

- Computer Animation and Web Site Design, Summer 2001

Massachusetts College of Art, Boston, MA

- Flash Animation and Animation, Summer 2000 and 2001

Minuteman Technical Institute, Lexington, MA

- CAD/Drafting and Graphic Design, Summer 2000