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PROFILE

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

SOFTWARE EXPERIENCE

Academic Applications

- o Desire2Learn, Sakai, Google Apps, VoiceThread, Kaltura, Turnitin, PollEverywhere, ZOOM, WordPress, Qualtrics

Graphic Design & Photography

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

3D Modeling/Animation

- o Maya, Lightwave, ZBrush, Mudbox, Blender, SketchUp, UVLayout, Tilt Brush

Video Production

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

Audio Recording

- o Logic, Audition, GarageBand, Audacity

Video Game Design

- o Unity, GameMaker, Multimedia Fusion, Scratch

Programming

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

HARDWARE EXPERIENCE

DSLR & video cameras, large format plotter 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

College of Charleston, Charleston, South Carolina (June 2017 – Present)

Instructional Technologist

2017

Working on the Teaching and Learning Team as liaison for the School of the Arts and North Campus, I support the faculty at the College of Charleston in many different capacities:

- Consulting on our Learning Management System (Desire2Learn) and other integrated academic applications, including Google Apps, VoiceThread, Kaltura Mediaspace, PollEverywhere, Akindi and ZOOM
- Facilitating faculty-led Professional Learning Clubs centered around the topics of:
 - o Digital Literacy, Virtual & Augmented Reality, and Flipping the Classroom with Problem-Based Learning
- Serving as an-campus expert in virtual reality (VR), conducting workshops and classroom demonstrations
- Organizing, presenting and designing for the annual Teaching, Learning & Technology Conference
- Managing the MakerBot Replicator (5th Gen) 3D Printer
- Video and audio production, 3D modeling

Sneaky Party LLC, Charleston, South Carolina (January 2017 - Present)

Founder

2017 to 2019

Sneaky Party is a video game design company that I founded in 2017. My first game BioEntity is a retro-inspired 2D platformer coming for Windows and macOS on Steam®: sneakyparty.com

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. I 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, a simulation of different steps involved in cataract surgery for medical training purposes
- Interviewed in EyeWorld, the Newsmagazine of the American Society of Cataract & Refractive Surgery: 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

- Co-Investigator with Assistant Professor Vivian Appler on a \$20,000 NASA South Carolina Research and Education Awards Program Grant (SC REAP) for collaborative research project “That Which We Call a Rose”:
 - blogs.cofc.edu/that-which-we-call-a-rose
- Interviewed on WCSC Live 5 News for my collaboration with the South Carolina Aquarium designing and 3D printing prosthetic feet for Gumpy the Seagull:
 - live5news.com/story/38560289/seagull-gets-prosthetic-feet-from-3-d-printer/
- Syracuse University Dean’s Scholar; graduated Magna Cum Laude May 2008
- Led a corporate training in Adobe Illustrator for T.R. Miller Co., Inc.
- Icon & Artwork featured in iPhone app Resuscitation!, a medical simulation game:
 - apps.apple.com/us/app/resuscitation/id55388773
- Photo published in March 2014 issue of Babybug Magazine
- Icons created for iOS apps Quickhelper & Quickhelp
- Artwork featured in iPad app PaintByHand:
 - youtube.com/watch?v=01ROQsrjsUg
- Former Bass Vocalist and Vocal Percussionist for Boston Accent A Cappella
- Self-taught guitarist, percussionist
- Bilingual French & English

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

CONFERENCE PRESENTATIONS

- Jack W., Daniel G., Ashley P., John S. & Jolanda V. (2019, May). *Don't Be Afraid of Virtual and Augmented Reality In The Classroom!* Workshop at the Teaching, Learning & Technology Conference. College of Charleston, South Carolina.
- Jack W., & Ian O. (2018, October). *What Is Digital Literacy? Documenting Instructional Technology Use at the College of Charleston.* Presented at the South Carolina EdTech Conference. Greenville, South Carolina.
- Jack W., Ian O., & Patricia D. (2018, March). *Digital Cougars Survey: The Digital Literacy Professional Learning Club.* Panel presentation at the Teaching, Learning & Technology Conference. College of Charleston, South Carolina.
- Jack W. (2018, March). *The Porter's Lodge: Visualizing Architecture in Virtual Reality, Augmented Reality and Stereoscopic 3D.* Exhibit presented at the Teaching, Learning & Technology Conference. Charleston, South Carolina.