



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 and advanced knowledge of diverse computer applications on both Windows and Mac platforms. Strong design and conceptual capabilities with 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.

### Selected Achievements

- Software used: Maya, Lightwave, 3D Studio Max, ZBrush, Flash, Photoshop, Lightroom, Illustrator, InDesign, Dreamweaver, After Effects, Premiere Pro, Final Cut Pro X, Unity, Microsoft Office, UV Layout, Logic, GarageBand, MAX/MSP, Multimedia Fusion, Sketch Up
- Programming experience with C and Actionscript 2.0/3.0
- Provided freelance tutoring in Adobe Creative Suite, Autodesk Maya and Microsoft PowerPoint
- Photo published in March 2014 issue of Babybug, a children's magazine: <http://www.babybugmagkids.com>
- Lead a corporate training in Adobe Illustrator for T.R. Miller Co., Inc.
- 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>
- Syracuse University Dean's Scholar; graduated Magna Cum Laude May 2008
- Bilingual French/English
- Booking Manager, Bass Vocalist and Vocal Percussionist for Boston Accent A Cappella
- Percussionist and self-taught guitarist

### Professional Experience

#### Wellesley College, Wellesley, Massachusetts

New Media Technology Lab Assistant, January 2013-Present

Software, hardware and classroom support to students, faculty and staff in the Art Department, including large format printing, Adobe Creative Suite, photography, video editing, 3D modeling and animation, 3D printing, MAX/MSP and other Mac applications

#### Wyzant.com, Massachusetts

Freelance Tutor, October 2012-Present

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

#### Massachusetts Eye & Ear Infirmary, Boston, Massachusetts

Lead Animator, February 2009-August 2012

- 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 2012-May 2012

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

**Coffee Pond Photography, Natick, Massachusetts**

Production Assistant, September 2011-December 2011

Photoshop editing and data processing of individual and group portraits

**Future Media Concepts, Cambridge, Massachusetts**

Intern, October 2008-March 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 2005-2007

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

**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
- ID Tech Camp, MIT Campus, Computer Animation and Web Site Design, Summer 2001
- Massachusetts College of Art, Flash Animation and Animation, Summer 2000 and 2001
- Minuteman Technical Institute, CAD/Drafting and Graphic Design, Summer 2000