



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 Apple platforms. Strong design and conceptual capabilities with solid foundation in art and design that includes drawing, photography and sculpture skills. Bilingual French/English. A motivated, intelligent and creative individual who learns new applications quickly.

Selected Achievements

- Software used: Lightwave, Maya, ZBrush, Flash, Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Dreamweaver, Unity, Microsoft Office, UV Layout, Logic, MAX/MSP, Multimedia Fusion, Sketch Up
- Programming experience with C and Actionscript 2.0/3.0
- Artwork featured in iPhone app Sim CentER, a surgery simulation game
- Artwork featured in iPad app PaintByHand: PaintByHand.com
- Syracuse University Dean's Scholar; graduated Magna Cum Laude May 2008
- Bass vocalist and vocal percussionist in Boston Accent A Cappella
- Percussionist and self-taught guitarist

Professional Experience

Arts2You, Weston, Massachusetts

Video Game Design Instructor, January 2011-Present

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

Coffee Pond Photography, Natick, Massachusetts

Production Assistant, September 2011-December 2011

Performed Photoshop editing and data processing of individual and group portraits

Massachusetts Eye & Ear Infirmary, Boston, Massachusetts

Lead Animator, February 2009-Present

Created 3D animations for the Virtual Mentor project which simulate different steps involved in cataract surgery

Future Media Concepts, Cambridge, Massachusetts

Intern, October 2008-March 2009

Provided 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

Supervised campers ages 10-17 and taught 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