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## Profile

Educational 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 macOS 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:*

*Assessment Tools:* Turnitin, TurningPoint, Qualtrics, ExamSoft, PollEverywhere

*IT Service Management:* ServiceNow, TeamDynamix

*Learning Management Systems:* Blackboard, Desire2Learn Brightspace, Google Classroom, Sakai

*Video & Communication Tools:* Zoom, Teams, Kaltura MyMedia, Echo360, VoiceThread, Pronto

*Other Tools:* Google Apps, Microsoft Office, WordPress

*3D Modeling & Animation:* Maya, ZBrush, Mudbox, Blender, SketchUp, UVLayout, Tilt Brush, Lightwave

*Audio Recording:* Logic, Audition, GarageBand, Audacity

*Graphic Design & Photography:* Photoshop, Illustrator, Flash (Animate), Lightroom, InDesign, Dreamweaver

*Programming:* C, C++, C#, ActionScript 2.0/3.0, MAX/MSP

*Video Production:* After Effects, Premiere Pro, Final Cut Pro X, iMovie, Compressor, QuickTime, HandBrake, OBS

*Video Game Design:* Unity, GameMaker, Multimedia Fusion, Scratch

## Hardware Experience

DSLR & video cameras, large format plotter printers, 3D printers, vinyl cutting, laser engraving, Arduino microcontrollers, Raspberry Pi computers, Crestron & Extron classroom interfaces, Wacom tablets, MIDI keyboards & devices, HTC Vive and Vive Pro virtual reality headsets, various audio & video recording equipment.

## Professional Experience

### **Boston University, Boston, Massachusetts (January 2020 - Present)**

*Educational Technologist III*

2020

A member of the Boston University Medical Campus Educational Media department within Information Services & Technology (BUMC IT EdMedia). Duties include:

- Conducting virtual and in-person trainings to faculty, students and staff across BU on a wide range of academic software and services, such as: Zoom, Blackboard, WordPress, Turnitin Feedback Studio, Microsoft Office 365, ExamSoft, Kaltura MyMedia, Echo360, Qualtrics, TurningPoint, Adobe Photoshop and Illustrator.
- KeyExamSoft administrator supporting high-stakes remote-proctored assessments via virtual trainings, administrative functions and live exam technical support
- Liaison for technical issues with the Blackboard Learning Management system on the Medical Campus
- Creating online training videos, documentation and tutorials for the Boston University Learn from Anywhere (L.f.A.) hybrid education model during the COVID-19 pandemic
- WordPress website design, content management and training
- Designing a new Virtual Reality Studio as the resident expert on augmented, virtual and mixed reality (AR/VR/MR) on the medical campus

### **College of Charleston, Charleston, South Carolina (June 2017 – January 2020)**

*Instructional Technologist*

2017 to 2020

Working on the Teaching and Learning Team as liaison for the School of the Arts and North Campus, I supported 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 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, Arlington, Massachusetts (January 2017 - Present)**

*Founder*

2017 to 2021

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

<http://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
- Assisted with installation of new media artwork for student exhibitions in the Jewett Art Center

**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.  
<https://aao.org/interactive-tool/cataract-master-2>

**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

## Education

<i>Syracuse University, College of Visual and Performing Arts, Transmedia Department</i>	Bachelor of Fine Arts, Computer Art, May 2008 GPA: 3.7, Magna Cum Laude, Dean’s Scholar
<i>Lexington High School, Lexington, MA</i>	High School Diploma, 2004
<i>Université Sainte Anne, Church Point, Nova Scotia</i>	French Immersion Program, Summer 2002 and 2003
<i>Internal Drive Tech Camp, MIT Campus</i>	Computer Animation and Website Design, Summer 2001
<i>Massachusetts College of Art, Boston, MA</i>	Flash Animation and Animation, Summer 2000 and 2001
<i>Minuteman Technical Institute, Lexington, MA</i>	CAD/Drafting and Graphic Design, Summer 2000

## Publications and Conference Presentations

O'Byrne, W.I., Keeney, K. & Wolfe, J. (2021). Instructional Technology in Context: Building on Cross-Disciplinary Perspectives of a Professional Learning Community. TechTrends, 65, 485–495.

<https://doi.org/10.1007/s11528-021-00586-9>

Wolfe, J., Guttentag, P., Pagnotta, A., Sieverdes, J. & van Arnhem, J. (2019, May 16-17). Don't Be Afraid of Virtual and Augmented Reality In The Classroom! [Workshop]. Teaching, Learning & Technology Conference, College of Charleston, SC, United States.

Wolfe, J. & O'Byrne, W.I. (2018, October 24-26). What Is Digital Literacy? Documenting Instructional Technology Use at the College of Charleston. [Conference presentation]. South Carolina EdTech Conference, Greenville, SC, United States.

Wolfe, J., O'Byrne, W.I. & Dillon, P. (2018, March 20-22) Digital Cougars Survey: The Digital Literacy Professional Learning Club. [Panel presentation]. Teaching, Learning & Technology Conference, College of Charleston, SC, United States.

Wolfe, J. (2018, March 20-22) The Porter's Lodge: Visualizing Architecture in Virtual Reality, Augmented Reality and Stereoscopic 3D. [Interactive exhibit]. Teaching, Learning & Technology Conference, College of Charleston, South Carolina, United States.

## Selected Achievements

- Achieved ITIL® 4 Foundation IT Service Management Certification with 95% exam score
- Created all game design, code, graphics, animation, music recordings and marketing materials for computer game BioEntity, available on Steam for Windows & macOS:  
<https://store.steampowered.com/app/751270/BioEntity>
- Facilitated video & audio production for research study “Blending the real world and the virtual world: Exploring the role of flow in augmented reality experiences”:  
<https://sciencedirect.com/science/article/pii/S014829632030549X>
- 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”:  
<https://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:  
<https://live5news.com/story/38560289/seagull-gets-prosthetic-feet-from-3-d-printer>
- Led a corporate training in Adobe Illustrator for T.R. Miller Co., Inc.
- Icon & Artwork featured in iPhone app Resuscitation!, a medical simulation game:
- Photo published in March 2014 issue of Babybug Magazine
- Artwork featured in iPad app PaintByHand
- Former Bass Vocalist and Vocal Percussionist for Boston Accent A Cappella
- Self-taught guitarist, percussionist
- Bilingual French & English