



Jack G. Wolfe
(781) 258 - 7421
jgwolfe@gmail.com
jgwolfe.com

156 Lowell St
Arlington, MA
02474

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, 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 Technology group within Information Services & Technology. 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

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