JESSIE CONTOUR

creative technologist
graphic designer
technical animator
maker / hacker

contour.j@gmail.com
858-401-2447
jessiecontour.com

EDUCATION

MFA Design & Technology
Parsons School of Design
New York, NY 2016
[departmental honors]

BFA Digital Art
Northeastern University
Boston, MA 2013
Major in 3D Animation
Minor in Graphic Design
[magna cum laude,
honors,
departmental honors]

LANGUAGES
& FRAMEWORKS

HTML
CSS / SASS / Bootstrap
Javascript
JQuery
Node.js
D3.js
Handlebars
Express
Socket.io
Python
OpenFrameworks
Processing
MongoDB
SQL
Chrome extensions
Amazon Alexa skills

SOFTWARE
& HARDWARE

Autodesk Maya
Adobe After Effects
Adobe InDesign
Adobe Illustrator
Adobe Photoshop
Github
Arduino
RF Duino
Museduino
Raspberry Pi
Pure Data

WORK EXPERIENCE

American Museum of Natural History, 2016-2017   *BridgeUp:STEM Helen Fellow*
Developing and teaching interdisciplinary curriculum covering python, SQL, and data visualization in the context of science research at the museum. Working with Exhibitions to develop interactives for special exhibits and updating content for permanent exhibits. Designing and developing a new interactive, permanent exhibit on earthquakes for the Discovery Room.

Parsons School of Design, 2014 - 2017
Digital Asset Creation Professor: Taught full Maya pipeline for game development.
Lead Teaching Fellow, MFADT Bootcamp: Taught front end web development.
Dorkshop Club President: Organized and facilitated student-run workshops.

Youth Bike Summit, 2016   *Soft Circuits Workshop Leader*

Gadgiteration, 2016   *Research Assistant*
Developed new hardware for Arduino based "noisemaker" learning tools for children.

Red Baron Ink Tattoo, 2016   *Graphic Designer*
Designed logo for tshirt line, hand-lettered design for gold-foil window vinyl.

Bloomfield College, 2015   *3D Animation Guest Lecturer*

Avalanche Studios, 2014 - 2015   *Technical Animator on Just Cause 3*
Extensive character and environmental skinning, setup of facial animation pipeline, prototyping for prop rigs, and lead ragdoll creation.

Lesley University, 2014   *Professor: Animation 1*
Taught modeling, texturing, rigging, animating, and rendering for short films.

Turbine Inc, 2013-2014   *Technical Content Artist on Infinite Crisis & Lord of the Rings Online*
Character rigging, skinning, hair and cloth simulation, ragdoll simulation.

Black Math, 2013   *3D Generalist*
Typography, design, rotoscoping, modeling, and rendering.

Northeastern University, 2011-2013
4D Tools Professor: Taught class on tools for motion graphics.
Animation Club President: Founded club for animation community.
Graphic Design Intern: Designed print materials for Snell Library Advancement Office.

AWARDS & RECOGNITIONS

Inst-int Conference, 2017: Artist fellow.
Space Apps Next Gen Hackathon, 2017: Judge for international competition.
NYC Media Lab, 2016: Team leader for Verizon Challenge.
Come Out & Play, 2015: Showed game Touch Twister during Field Day.
NYC Department of Transportation, 2015: Mural artist for Barrier Beautification.
Parsons x Red Bull Design Jam, 2014: Winning team of semester-long competition.