Rob Wolpert

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OBJECTIVE

Creative technophile fascinated by the confluence of science and visual art, with demonstrated analytical skills, the ability to execute complex projects, and experience with visual problem solving. Seeking an entry-level technical position, or a junior developer role to both apply my current capabilities and expand my technical expertise.

TECHNICAL SKILLS

HTML/CSS	PostgreSQL	JavaScript	Java
Windows & DOS	**Macintosh & CLI**	**Photoshop**	**After Effects**
Powershell	**Excel Macros/VBA**	**AHK**	**Image processing fundamentals**

EDUCATION

Tech Elevator Cincinnati - Java Full Stack Development Certification   **2018**
       A 14 week intensive introduction to programming, databases, and web development

California Institute of the Arts - *MFA* - Experimental Animation   **2000-2003**
       Graduate studies oriented around developing novel tools and approaches to time-based art

University of Sussex - *MSc* - Evolutionary and Adaptive Systems   **1999-2000**
       A program focusing on using nature-inspired techniques to solve complex engineering problems

University of Southern California - *BA* - Physics and Multimedia, Neuroscience   **1993-1998**
       Thesis: *Scientific and Technical Imagery as Conceptual Art*

PROFESSIONAL

Digital Photography Technician - *Amazon.com* - *Hebron, KY*   **2011-Present**
    + Conceived and implemented an automated system for image file management; reduced contractor usage by 50%
    + Invented an "image-from-video" workflow; increased on-set productivity by 40%
    + Designed an automated editorial research tool; reduced manual research time by 60%
    + Created a global standard for high-volume (~50K) image upload and expenditure tracking
    + Served as the SME for all studio-related IT requirements
    + Promoted and led process improvement projects, resulting in waste reduction across studio departments

Artist; Photographer - *The Ministry of Animation, LLC* - *Los Angeles, CA; Cincinnati, OH*   **2008-Present**
    + Concentration on using algorithmic and procedural techniques for image creation
    + Live music and fine art documentation photography
    + Digital imagery and animation production, and VJ performance for public and private events
    + Conceptualization and construction of large-scale video installations

Digital Restoration Artist; Project Manager - *Lowry Digital* - *Burbank, CA*   **2005-2008**
    + Utilized proprietary software to manually and automatically repair damage and enhance overall appearance
    + Formulated a semi-automated procedure for digitally repairing film x-ray damage
    + Coordinated technical and personnel resources for feature-film restoration projects

TECHNICAL PROJECTS

Evolved Visual Equations - Created and bred novel imagery using genetic algorithms in MatLab
Classification - Used genetic algorithms in C to evolve solutions to the cellular automata classification problem
Time-Based Projects - Constructed animated 3D sculptures using Photoshop Actions and After Effects Expressions
Life - Used Java to implement and analyze the patterns seen in John Conway's Game of Life