

James W. Gary

SOFTWARE ENGINEER

Mobile: 646.549.0648

E-mail: jim@JamesGary.com

Website: JamesGary.com

LinkedIn: <https://www.linkedin.com/in/james-gary/>

GitHub: <https://github.com/giacomo9999>

TECHNICAL TOOLS: JavaScript (Vanilla JS, Node Express, React), HTML, CSS, Ruby, Ruby On Rails, MongoDB, Semantic UI.

PROFESSIONAL EXPERIENCE

WEB DEVELOPMENT FELLOW

General Assembly, New York City

June 2018 - September 2018

Worked individually and in teams to develop small full-stack web apps.

DIGITAL 3D ARTIST

Self-employed

January 1993 - present

Portfolio: www.GiacomoMarchesi.com

Over my long career, I've worked for literally hundreds of different clients—mostly in the fields of magazine publishing and advertising. The two longest-duration ones are/were:

American Association for Artificial Intelligence

Palo Alto, CA — 1994 - present

Conceptualized and executed 3D covers (as described below) for *AI Magazine*, the Association's official journal.

IEEE Computer Society

Los Alamitos, CA — 2003 - 2016

Conceptualized and executed all the cover art for several of the Society's publications: *Security & Privacy*, *Internet Computing*, *MICRO*, and *Computing In Science and Engineering*.

A very incomplete list of other clients includes: *Capitol Records*, *WIRED*, *The New York Times*, *The Atlantic*, *Newsweek*, *Time*, *The Wall Street Journal*, *Network World*, *Association for Computing Machinery (ACM)*, *MediaWeek*, *Business 2.0*, *Fortune*, *The Watsons*, *Cognex*, *Scientific American*, *Popular Mechanics*, *PC World*, *Macworld*, *The Los Angeles Times*, *Sports Illustrated*, *The Washington Post*, *The Boston Globe*, *The Source*, *BusinessWeek*.

Used 2D and 3D software (Adobe CS: Photoshop, Illustrator, and InDesign; Lightwave 3D, Form Z, and 3D Coat (among others) to conceptualize and execute 3D-rendered illustrations. Analyzed client requirements and produced rough render for client approval; designed and created 3D assets (models, maps, scene files) for implementation of final rendering; executed final render and added typography where necessary.

EDUCATION

BACHELOR OF FINE ARTS

Art Center College of Design

Pasadena, California

1992

University of California, San Diego

(attended intermittently to complete academic requirements for art school, didn't graduate)

1985 - 1989

INTERESTS

Distance running (finished NYC Marathon in 3:45), cooking (particularly Indian and Chinese cuisine), old-school role-playing games (AD&D 1st ed., Metamorphosis Alpha, Gamma World).