

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

Digital 3D Artist

January 1993- present — self-employed

Portfolio: www.GiacomoMarchesi.com

Used 2D and 3D software (Adobe CS: Photoshop, Illustrator, and InDesign; Lightwave 3D, Form Z, and 3Dcoat (among others) to conceptualize and execute 3D-rendered illustrations for a wide range of clients (mostly in magazine publishing: partial list below.) 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.

Client list (very incomplete): Capitol Records, WIRED, The New York Times, The Atlantic, Newsweek, Time, The Wall Street Journal, IEEE Computer Society, American Association for Artificial Intelligence, 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.

EDUCATION

Web Development Immersive

General Assembly, New York City

June 2018-September 2018

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 (NYC Marathon finisher), cooking (particularly Indian and Chinese cuisine), old-school role-playing games (AD&D 1st ed., Metamorphosis Alpha, Gamma World).