

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.

PROJECTS

MonsterBase (and **MonsterScrape** and **MonsterHabitat**) — Three linked apps:

- **MonsterScrape:** Used Node.js/Express to scrape relevant data from a public API and save the results to a NoSQL (mLab) database—creating a customizable data structure that users can easily customize.
- **MonsterHabitat:** Used Node.js/Express with an EJS templating engine to create a front-end interface for the MonsterScrape database; allows users to add new entries and edit existing ones.
- **MonsterBase:** Deployed a non-blocking event-driven Node.js server as back end for a full-stack app; front end allows users to query (using React, React Router, and a Semantic UI GUI) the NoSQL MonsterHabitat database; results are persisted to another (different) NoSQL database. (https://github.com/giacomo9999/MonsterBase_Semantic_UI)

- **The NYC Baby Name Scrutinizer:** Used React to scrape a messy public API and clean up the results; designed front-end GUI using React and Semantic-UI-React allowing users to query and filter search results and persist the output to local storage. (<https://github.com/giacomo9999/baby-name-scrutinizer>)

- **n-Tac-Toe:** Used vanilla JavaScript to construct $n \times n \times n$ “cube” of user-specified size n ; cube is then rendered to browser window using HTML/CSS and dynamically updates based on users’ input. (<https://github.com/giacomo9999/3D-Tic-Tac-Toe-190316>)

- **The Edgar Allan Poetry Generator:** Used vanilla JS to allow users to randomly select a starting point from a (handmade) dataset of 19th-Century poetry and—using a Markov chain to iterate through likely next steps—display (using HTML/CSS) a plausible “poem” in the style of Edgar Allan Poe. (<https://github.com/giacomo9999/Edgar-Allan-Poetry-Generator-190316>)

PROFESSIONAL EXPERIENCE

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

Constructed (either manually or using scripting, as relevant to project needs) polygonal or parametric OBJ files based on client requirements; wrote shaders and created image/normal maps (using Photoshop scripting) where applicable; established asset dependencies in LWO scene files; executed final renders.

IEEE Computer Society

Los Alamitos, CA — 2003 - 2016

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.

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*.

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).