James Mahoney

I am a software developer, digital artist, and educator with years of experience freely moving between the technical and the artistic. I most enjoy working in small collaborations solving difficult problems. I am a big fan of rapid prototyping and user testing. I sweat the details and strive for the greatest aesthetic user experience possible. A proven pioneer in XR technology.

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EXPERIENCE

MARCH 2014 - PRESENT

Dartmouth College – *Faculty (Computer Science)*

- Senior Lecturer and XR Research Scientist
  - ILIXR
- Teaching both graduate and undergraduate students
- VR and AR design and development - student work
- Digital art and animation - student work
- Design, 3D modeling
- Programing for Interactive Art

JANUARY 2017 - JUNE 2018

Cornell University – *Graduate Student (MS)*

- Program of Computer Graphics: Don Greenberg
- Researching Design and Artificial Intelligence
- Machine Learning applied to interactive Virtual Reality design tools for art and architecture: Thesis video

JANUARY 2012 - PRESENT

Black Lobster, LLC – *Digital Artist and Developer*

- Facebook / Meta AR/VR consulting (2019-present)
- Code development and geometric modeling for *Level 11 (Seattle).* Created prototypes and production pipeline for 3D wayfinding on Carnival Cruise project
- Modeling and associated code development for *Microsoft Research* - Virtual Assistant
- Animation studies for Microsoft's Cortana
- Other programming, 3D modeling, and design projects

JANUARY 2008 - DECEMBER 2011

CloudPlay, Inc. – *Chief Creative Officer*

- Designed and created web based video games
- 3D models, 2D art assets, game balance
- Level design

JANUARY 2000- DECEMBER 2007

Tooned-In, Inc. – *Art Director*

- A small independent animation company
- Created many 2D and 3D animations (one, two, three)
- Developed game designs and virtual worlds
- Concept art and prototyping
- *"2D Life in a 3D World"* - Film in Siggraph Electronic Theater *'97*

MARCH 1995- NOVEMBER 1999

Microsoft Research: Virtual Worlds Group – *Senior Designer*

- Conducted research on avatars and virtual environments
- Designed and constructed metaverse prototypes
- Developed an avatar creation application
- Prototyped and tested online social experiences (VChat)

NOVEMBER 1984 - APRIL 1992

Hanna-Barbera Productions. – *Senior Software Designer*

- Developed the first commercial computer animation system
- Created the iconic 3D company logo model and animation
- Created interactive graphic tools in a production environment

SEPTEMBER 1989 - PRESENT

Studio Art. – *Painting, installations, video and digital*

- Exhibited internationally in galleries and museums
- Exhibited a critically acclaimed digital work *("Code 2000")* in Fall 2000 at PCG, a Bergamot Station gallery in LA
- Twice received the coveted Los Angeles Weekly's *"Art Pick of the Week"*

SKILLS

Collaboration
Programing
Art / Architecture
3D modeling
Animation
Design
Teaching
Mentoring

EDUCATION

Cornell University, Ithaca NY.
Master of Science 2018
Bachelor of Architecture 1984

LANGUAGES

C#
Java
Javascript
C, C++
Processing
Python
Some Mandarin
Some French

SOFTWARE

Unity
Adobe Suite
Maya
Blender
3DS MAX
Unreal Engine