

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