

Jesse Johnson

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Portfolio: jdjohnsonmedia.com

EDUCATION

Bachelor of Arts in Computer Science, May 2015

- Transylvania University, Lexington KY
- GPA: 3.86, Dean's list 2011 – 2015
- William T. Young Scholar

Master of Science in Integrated Digital Media, January 2017

- NYU Tandon School of Engineering, New York, NY
- GPA: 3.87
- Poly Engineering scholarship for academic merit

RELEVANT SKILLS FROM COURSES

Computer Science Coursework

- Studied LISP, Prolog, Python, Java, JavaScript, SQL, C, C++ and C# languages to construct databases, abstract data types, search engines, 2D and 3D graphical applications, and a simulated operating system
- Created several Android applications using SQLite for database management
- Can create logical circuits for physical hardware and interfaces
- Applied firm understanding of OpenGL to create interactive 3D models with shading
- Collaborated on research projects regarding artificial intelligence
- Possesses firm understanding of digital fabrication equipment, such as 3D printing and laser cutting

Digital Media Coursework

- Can create augmented reality applications for mobile and static platforms
- Has a collection of interactive web applications written with the p5.js and Node.js, pushing the limits of what can be done with these relatively simple frameworks
- Understands crucial ideals and processes for creating compelling user experiences in new media works and interactive Internet resources
- Can develop multimedia interactive experiences and performances using computer vision, motion capture, web streaming, Unity, and Unreal

WORK EXPERIENCE

Creative Technologist, Local Projects, Manhattan NY, 2017 -

- Constructed augmented reality applications in Unity for the Microsoft HoloLens
- Developed a workflow from motion design work to HoloLens implementation, including graphics optimization and animation control
- Engineered spatial tracking methods to solve unique problems presented by the client
- Installed application at a conference for the client, a global business consultant firm

Graduate Technical Assistant, NYU Tandon School of Engineering Makerspace, Brooklyn NY, 2016

- Facilitated training for laser cutters and 3D printers
- Organized community engagement events and workshops at the Makerspace
- Designed and constructed displays for events and education purposes
- Represented NYU at the New York 2016 Maker Faire

Creative Technology Management Intern, Eyebeam, Brooklyn NY, 2015-2016

- Maintained fabrication technology such as laser cutters and 3D printers
- Assisted resident artists when operating machinery and locating equipment
- Provided technical knowledge to resident artists for installation projects

Graduate Assistant, NYU Augmented Reality Lab, Brooklyn NY, 2015- 2016

- Integrated Kinect and Unity to create a prototype for an augmented reality tele-presence app
- Used the Kinect to collect point clouds of people and wrote a server to transmit the point cloud data to Unity, where it was reconstructed into 3D meshes
- Implemented Vuforia to make the animated meshes appear on mobile devices while looking at designated image targets
- Wrote custom shaders to handle unique problems created by the implementation
- Presented the prototype at the USA Science and Engineering Festival in Washington, DC