
Jeffrey Ventrella

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Massachusetts Institute of Technology (The Media Lab)	MS	Media Arts and Sciences	1994
Syracuse University	MFA	Computer Graphics/Video	1987
Virginia Commonwealth University	BFA	Art Education/Art History	1984

http://www.jjventrella.com	About me
https://ventrellathing.wordpress.com/	My blog
http://www.wiggleplanet.com	Self-animated characters for augmented reality
http://www.ventrella.com/art/	Software Art Portfolio
http://www.ventrella.com/EarthDay2017/	Earth Day 2017
http://www.virtualbodyLanguage.com	A book about nonverbal expression and avatars
http://www.brainfillingcurves.com/	A visual math book
http://www.swimbots.com/	An artificial life game
http://www.cloctal.com	Visualizing fractal time
http://www.divisorplot.com/	Visual treatment of composite number theory

Leap Motion , San Francisco, CA Designer/Engineer (Contract) Working with engineers to implement the Clusters algorithm in VR	4/17 – present
MeshOS , Sausalito, CA Designer/Engineer (Contract)	2/17 – 8/17
Wiggle Planet, LLC , Petaluma, CA Founder Developing kid-friendly mobile apps featuring self-animated characters And artificial life with geo-located augmented reality	10/12 – present
Virtuocity VR, Inc. London, UK Developer/Designer (Contract) R&D in a virtual reality application using the Samsung GearVR and Unity	8/16 – 12/16
Pillantas, Inc. San Francisco, CA Developer (Contract) R&D using the Microsoft HoloLens; developed prototypes in Unity/Windows 10 for a highly-innovative augmented reality interface	6/16 – 8/16

<p><u>Binary Simplex</u> Washington, DC Developer (Contract) Implemented cross-platform (iOS and Windows) rendering tools for patented optimized 3D mesh generation based on DICOM files.</p>	1/15 – 12/15
<p><u>For Goodnes Sake</u> San Francisco, CA Designer/Developer (Contract) Design and implementation of javascript-based simulation components for female-oriented sexuality education app</p>	10/14 – 1/15
<p><u>High Fidelity</u> San Francisco, CA Developer (Contract) Helped build-out core avatar systems, user interactions, particle systems, camera behaviors, and other virtual world features</p>	4/13 – 8/13
<p><u>Visual Music Systems</u>, Boston, MA Principle Developer Developed high-performance, realtime computer animation for a performative artform incorporating immersive displays and gestural input. Particle systems, 3D math/physics, and parameter-based control</p>	6/11 – 9/12
<p><u>The Internet Archive</u> San Francisco, CA Designer/Engineer (Contract) Worked closely with internet visionary Ted Nelson on implementation of ZigZag for the Open Library. Project management, JavaScript/HTML5/CSS development</p>	10/10 – 11/10
<p><u>Emota.net</u> Menlo Park, CA Designer/Engineer (Contract) NSF-funded start-up. Consulted on design; development: interactions and interfaces for social connectedness. Developed JavaScript code for web and iPad</p>	7/09 – 9/10
<p><u>School of Interactive Arts and Technology</u>, SFU, Vancouver, BC Research Scholar: nonverbal communication in virtual worlds. Taught Advanced Game Design class to 4th-year students. Wrote the book: <i>Virtual Body Language</i>: www.virtualbodylanguage.com</p>	9/09 – 8/10
<p><u>The Internet Archive</u> San Francisco, CA Developer/Designer: built home page for NASAIImages.org; designed and implemented the 'create account' page and other pages. Helped design the Open Library Bookreader using JavaScript/CSS.</p>	3/08 – 7/09
<p><u>Centre for Digital Media</u> Vancouver, BC Faculty: Developed curriculum and taught Building Virtual Worlds, advised students on industry-funded projects</p>	8/08 – 12/08
<p><u>Millions Of Us</u> Sausalito, CA Consultant: Developed avatar-customization tool, general consulting</p>	1/08 – 2/08
<p><u>SheZoom</u> New York, NY Animator: designed and implemented Shemoticons in Flash</p>	12/07 – 1/08

<p><u>Linden Lab (Second Life)</u> San Francisco, CA</p> <p>Senior Developer: Developed software and designs for Second Life, invented Flexi Prims, FollowCam, vehicle physics, camera behavior, avatar customization, and user interfaces</p>	1/05 – 11/07
<p><u>Adobe Systems</u> San Jose, CA</p> <p>Programmer: Worked with the Acrobat 3D team (originally Adobe Atmosphere), developed JavaScript for direct manipulation, modeling, and interactive behavior of 3D content</p>	2/04 – 7/05
<p><u>There, Inc</u> Menlo Park, CA</p> <p>Co-Founder and Principle Inventor of There.com</p> <p>Developed prototype with Will Harvey April 1997 to April 1998; co-founded company with Will on April 1998. Invention of technologies and designs for avatars, vehicle physics and navigation, camera behavior, sound design, animal behaviors, and real-time voice-activated speech animation. Principal author on first patent granted to the company.</p>	4/97 – 1/04
<p><u>Rocket Science Games, Inc.</u> San Francisco, CA</p> <p>Designer/Engineer: Designed and prototyped software games. Worked with author Michael Crichton on a game prototype. Designed Darwin Pond</p>	7/95 – 4/97
<p><u>ABSOLUT Vodka</u> (via TBWA/Chiat Day NY, NY)</p> <p>Artist/Programmer: Developed code to generate stylized genetic algorithm-based variations of the Absolut Vodka Bottle using interactive evolution. Published online as promotion for the "Absolut Kelly" web site, Consulted with Kevin Kelly on the site</p>	2/96 – 5/96
<p><u>Protozoa</u> San Francisco, CA</p> <p>Software Engineer: Worked with Brad deGraf. Developed interactive tool to generate 3D tree models for a computer game.</p>	3/95 – 3/95
<p>Tufts University, <u>Experimental College</u>, Medford, MA</p> <p>Instructor: Designed and taught course: "Populating Virtual Reality". (Artificial Life: cultural implications, technical aspects).</p>	1/95 – 3/95
<p><u>Papyrus Design Group</u>, Somerville, MA</p> <p>Designer: Developed script and consulted on animated characters for proposed CD-ROM-based interactive comedy game.</p>	12/94 – 3/95
<p><u>Do While</u> Studio, Boston, MA</p> <p>Artist: Developed interactive animations; worked with artist Jen Hall</p>	9/94 – 4/95
<p><u>Cinergi Productions</u> Lenox, MA</p> <p>Artist/Programmer: Feature Film Special Effects Animator, (Sylvester Stallone Film, Judge Dredd) Programmed custom animation effects on SGI IRIS; collaborated artists.</p>	7/94 – 8/94
<p><u>Visible Language Workshop, MIT Media Lab</u>, Cambridge, MA</p> <p>Research Assistant: multimedia interfaces, AI, information design, and animation.</p>	9/92 – 3/94

University of California, San Diego, Visual Arts Dept. San Diego, CA 1/92 – 6/92
Instructor: Worked under [Harold Cohen](#), developed curricula and taught courses in Graphics Programming, 3D CAD, and C Language

Syracuse University 7/87 – 12/91
Computer Graphics Specialist, Created Scientific Data Visualizations for supercomputer research. Taught workshops; Produced videotapes; Acquired video equipment, Attended Data Visualization Workshops at [NCSA](#).

Syracuse University Department of Industrial Design, Syracuse, NY 9/87 – 12/91
September 1987 – December 1991
Instructor: Taught Computer Aided Design for Industrial Design; Used SDRG-IDEAS software running on a VAX mainframe. Developed curriculum and co-authored graphics library for programming

Travel: Melbourne, Mumbai, London, Seoul, Paris, Kyoto, Banff, Barcelona, Florence, Bilbao, Geneva, Dublin, New York, Vancouver,

Technical Skills

Software Languages: C++, C#, JavaScript, Objective-C, Java
Development Tools: XCode, Unity, Visual Studio
Platforms: iOS, HoloLens, GearVR, html5/canvas/general web
Other: Adobe Premiere, Gimp, video editing, procedural animation, web design, audio design/processing, image processing