

James Patrick Gordon

Interaction Designer + New Media Artist

1510 W. Elmdale
Chicago, IL 60660
Cell 773.822.8971

Web: www.thaumatropia.net
EMAIL james.patrick.gordon@gmail.com
Twitter: @thaumatropia

EDUCATION

Columbia College Chicago, Chicago, Illinois

2007–2011 BFA Candidate, Interactive Arts + Media (Exp. May 2011)

- GPA– 3.6/4.0 (as of May 2010).
- Named to the School of Media Arts’ Dean’s List three times.
- Sample coursework: Story Development for Interactive Media, Generative and Algorithmic Art, Computer–Controlled Installation Environments, Public Art, Navigational Interfaces, Game Design, Simulation Design, Object–Oriented Programming, XNA Game Programming, Sound for Interaction

EXPERIENCE

Chicago Youth Voices Network

916 S. Wabash, Ste. 108, Chicago, IL

Web Developer (Summer/Fall 2010)

- ☒ Worked extensively with Wordpress to update and maintain site content.
- ☒ Researched and implemented new features and bug fixes.
- ☒ Designed more user–friendly approaches for interacting with pre–existing data visualization content.

Tribal Elder Productions

6725 N. Sheridan Rd, Ste. 304, Chicago, IL

Web Design Intern (May 2010 – Present)

- ☒ Worked with Photoshop to produce visual mockups.
- ☒ Created a site structure and hierarchy focused on usability and compelling content.
- ☒ Designed and implemented new site layout.
- ☒ Implemented Wordpress for managing and updating content.

Columbia College Chicago

916 S. Wabash, Chicago, IL

Student Worker, Interactive Arts + Media department (September 2008 – Present)

- ☒ Created software and hardware tutorials for students.
- ☒ Maintained and updated content on the department wiki/knowledge base.
- ☒ Served as a teacher’s assistant for several faculty members.
- ☒ Led workshops for high–profile hardware assets (e.g. Laser Cutter, Large–Format Printer) and specialized software (e.g. Processing, PureData).
- ☒ Offered assistance and tutoring for students and faculty.

SKILLS

- Interactive Media: Processing, Arduino, openFrameworks, PureData/Pd-GEM, Max/MSP, Isadora
- Web Design: XHTML, CSS, XML, PHP, Javascript, AJAX
- Graphic and Print Design: Illustrator, Photoshop, Dreamweaver, InDesign, Fireworks
- Sound and Video: Audacity, Soundforge, Audition, Premiere
- Game Development: Torque 3D, Torque Game Engine Advance, Source SDK/Hammer Editor, Unreal Editor 3
- Programming: C#, Java, C++
- Development Platforms, Environments, and CMS: Microsoft .NET 3.5, Visual Studio 2008, Eclipse, Codelgniter, Joomla!, CodeBlocks, Wordpress, MediaWiki

EXHIBITIONS

- 2010– POV, Hyde Park Art Center
- 2010– Hokin Honors Exhibit, Hokin Gallery, Columbia College Chicago
- 2010– Currents, IAM Project Rm., Columbia College Chicago
- 2009– eschatology/APOCALYPSE, IAM Project Rm., Columbia College Chicago (collab. with Laura Thompson)
- 2008– Art of Play II, IAM Project Rm., Columbia College Chicago

AWARDS, RECOGNITION, SERVICE

- 2010– SIGGRAPH 2010 Student Volunteer, Los Angeles
- 2010– Hokin Honors, Columbia College Chicago
- 2009– Retention Award, Columbia College Chicago