JB Gore

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WORK EXPERIENCE

NFTy META   **Dover, DE**
CTO   *January 2020 - Present*

- Directly managed a team of 6, overseeing 4 programmers and 2 artists, and successfully delivered 3 products to game studio clients and 2 products directly to the market.
- Led development for 3 cross-functional teams, comprising dozens of developers, including software architecture, coordinating tasks, setting art optimization standards, and serving as repository merge master.
- Oversaw the integration of LLM into new product development, spearheading the creation of 3D conversational agents powered by AI.
- Led the development of a 3D character creator, generator, and market exporter, resulting in over 1000 unique characters available for direct sale on the market and generating over a quarter million dollars in revenue within the first week.
- Developed and implemented a layered live streaming animation system, enabling full-body movement, head, and facial expressions via a custom iPhone app which resulted in vTubing clients generating $350 USD per hour.

Shadow Health   **Gainesville, FL**
Technical Artist   *September 2017 - January 2020*

- Successfully shipped 6 new products and numerous updates to existing products.
- Designed, developed, and maintained the art and animation pipeline while the development team scaled by 300%.
- Deployed a procedural run-time character speech animation system, resulting in a 27% increase in customer satisfaction within the fidelity category.
- Developed and maintained a diverse range of tools customized for individual designers and artists, while integrating optimization and performance monitoring into the workflow.

Sandia National Laboratories   **Albuquerque, NM**
Software Engineer   *March 2014 - September 2017*

- Created interactive web applications to gamify routine training for thousands of workforce members.
- Designed and developed a serious games kiosk incorporating infrared cameras to track and display users' eye movement and cognitive workload during gameplay.

University of New Mexico   **Albuquerque, NM**
Research Assistant   *March 2014 - September 2017*

- Created 4 interactive 3D applications to facilitate research in human-computer interaction.
- Developed an interview system with 3D conversational agents that physically mimicked human subjects to create and test rapport.

EDUCATION

University of New Mexico   **Albuquerque, NM**
Master of Science in Computer Science   *January 2015*
GPA: 3.64/4.0

SKILLS

Experienced technical manager with background in building scalable systems, software architecture and programming. Proficient in Python, .NET C#, Javascript, PHP, SQL, OpenGL, AWS, Unity, Autodesk 3DS Max, Autodesk MotionBuilder, Adobe PhotoShop, Adobe After Effects, Motion Capture.
Agile Certified