

JIMMY KRAHE

Product Innovator

CONTACTS

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EDUCATION

m.s. business/branding 2020

VCU BRANDCENTER

b.a. fine art 2013

CARNEGIE MELLON

PRODUCTS & EXHIBITS

Adult Swim Rickflector - 2019

Deep Local

-San Diego Comic-Con 2019

Disney's Magic Bench - 2017

Disney Research Pittsburgh

- SIGGRAPH 2017
- Grace Hopper 2017
- Google SPAN 2017
- Disney's Polynesian Resort
- Disney Fairy Tale Weddings

Build-A-Warrior - 2017

The Franklin Institute

- The Franklin Institute
- Pacific Science Center

Playful Self - 2015

Science Gallery Dublin

- Science Gallery Dublin
- Transnatural Art & Design
- Dutch Design Week 2015

SuperAwesomeMe - 2014

3dplus.me

- Walmart
- Target
- MLB Experience CES 2015
- San Diego Comic-Con 2014
- Game Development Conference

2014

- E3 Ubisoft Uplay Lounge 2014

D-Tech Me - 2012

Disney Research Pittsburgh

- Walt Disney World Resort

Over the last several years I've committed to human centered design, relentless curiosity and strong interdisciplinary relationships to evolve my artistic career into one of creative and technical product leadership.

EXPERIENCE

Toyota Research Institute : Digital Artist (contract)

June 2018 - present

I work remotely with three separate teams of engineers and computer scientists to create 3D datasets for machine learning used in cutting edge robotics research. Each group has unique needs and challenges, effective communication is essential during the fast-paced and highly iterative development process.

Carnegie Mellon Robotics Institute : Senior Animation Designer

January 2018 - August 2018

Led a creative team that worked with researchers and data scientists to create synthetic data for machine learning applications. We utilized motion capture and 3D animation to imitate real-world video footage and create dozens of highly customizable behavioral scenarios. Conducted in-person research and interviews with users and stakeholders to maximize the accuracy and utility of our manufactured data. Frequently, presented my results to stakeholders.

Walt Disney Company : Associate Digital Artist

January 2016 - December 2017

May 2012- August 2013

As an Imagineer and member of the Creative Technology Team at Disney Research Pittsburgh, I worked hand in hand with elite research scientists from around the world to develop and utilize emerging technologies across the Walt Disney Company. Often collaborating on several projects at a time, I was responsible for understanding the core value of complex innovations and then prioritizing the narratives, features, and creative/technical deliverables to best demonstrate how the research could enrich internal business needs and/or guest experiences.

DARPA : Future of Wearables Workshop

May 2015

Invited to participate in a closed round table discussion about the future of data, data collection and wearable technology with leading design, technology and medical professionals.

3dplus.me : Lead Artist (Technology Start-up)

September 2013 - December 2015

Led the creative team responsible for designing licensed 3D printed figurines for our custom product pipeline. Interfaced directly with representatives from major product partners such as Marvel and Ubisoft during creative development. Personally assisted our CTO and engineering team during the development of our core technology pipeline, bringing to bear my creative expertise and knowledge of related 3D printing technology. Traveled the east coast to aid in marketing and sales at live customer-facing events as well as technology repair/debugging during initial retail deployments at Walmart.

SKILLS & CERTIFICATES

Leadership - Design Thinking - Knowledge of Emerging Technology
- Cross-disciplinary Collaboration - Prioritization - Strategic Thinking

Becoming a Product Manager (10hr Online Course)

Linkedin - August 2020

Enterprise Design Thinking - Team Essentials for AI

IBM - August 2020

Enterprise Design Thinking Practitioner

IBM - April 2020