

JIMMY KRAHE

EXPERIENCE DESIGNER

CONTACTS

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EDUCATION

m.s. business/branding 2020

VCU BRANDCENTER

b.a. fine art 2013

CARNEGIE MELLON

PRODUCTS & EXHIBITS

[Disney's Magic Bench](#) - 2017

-SIGGRAPH 2017

-Grace Hopper 2017

-Google SPAN 2017

-Disney's Polynesian Resort

-Disney Fairy Tale Weddings

[Terracotta Warriors](#) - 2017

-The Franklin Institute

-Pacific Science Center

[D-Tech Me](#) - 2012

-Walt Disney World Resort

-Disney's Hollywood Studios

SKILLS & TOOLS

Design Strategy

Concepting - Service Blueprints -

Roadmaps - Feasibility

User Experience

Personas - Journey Maps - User

Stories - Sketch - Adobe XD -

Invision

3d Generalist

3D Modeling - AR/VR - Rendering -

Animation - Autodesk Maya - Cinema

4D - Zbrush - Unity

Fabrication

3D Printing - Lasercutting - Physical

Prototypes - Fusion 360

EXPERIENCE

Digital Artist (contract) : **Toyota Research Institute**

June 2018 - present

I work remotely with engineers and computer scientists to create 3D datasets for machine learning used in robotics research. Working remotely has made effective communication especially important as the development process is fast-paced and highly iterative.

Senior Animation Designer : **Carnegie Mellon Robotics Institute**

January 2018 - August 2018

Led a creative team that worked alongside 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 highly customizable behavioral scenarios.

Associate Digital Artist : **Walt Disney Company**

January 2016 - December 2017

May 2012- August 2013

As a member of the Creative Technology Team at Disney Research, I worked hand in hand with elite research scientists to develop and utilize new technologies across the Walt Disney Company. Collaborated with Pixar, Walt Disney Animation Studios, Disney Consumer Products, Disney Television Animation, Imagineering, and more.

Lead Artist : **3dplus.me**

September 2013 - December 2015

Led the creative team responsible for designing and sculpting licensed 3D printed figurines for our custom product pipeline. Our products were sold at several major retailers, the Walt Disney Parks, San Diego Comic-Con, E3 and other fan events. I also personally assisted our CTO and engineering team during the development of our core technology pipeline.

SELECTED WORK

[Adult Swim Rickflector](#) : **Deep Local**

May 2019 - July 2019

Created 3D assets for a "first-of-its-kind" experience that combined body pose and facial expression tracking to transport fans to the world of Rick and Morty which debuted at San Deigo Comic-Con 2019.

[Playful Self](#) : **Science Gallery Dublin**

March 2015

Designed and built an interactive exhibition piece which illustrated research about the future of biometric body data transfer. Playful Self also exhibited at Transnatural Art & Design in Amsterdam and at Dutch Design Week 2015.

Future of Wearables Workshop : **DARPA**

May 2015

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