George M. Shaw

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www.divinepenguin.com/resume/

SUMMARY:

Adept problem solver with a rich, diverse background; a depth of expertise in both creative and technical applications; academic training and professional experience at the highest levels. I am currently seeking a position in a dynamic team setting that will allow me to leverage my background in science, technology, and design, as well as my history as an entrepreneur.

EDUCATION:

MIT Media Lab - 2009 - 2011 (expected): MS, Media Arts and Sciences
Northeastern University - 2008 - 2009: PhD program, CCIS
Boston University - 1990-1992, 2007-2008: BFA graphic design (CS minor)
Otis College of Art and Design - 1992-1994: Graphic design, Illustration

PROFESSIONAL EXPERIENCE:

Lead Software Engineer, Artaic, Inc.
(April 2008 – present)
Responsible for technical conception, design, and implementation of innovative robotics software.

Founder and Lead Engineer, Mezoom Hosting
(June 2005 – present)
Built and managed this specialized web hosting business to service a select group of high profile clients.

Creative Director and Lead Technologist, Divine Penguin
(January 2002 – September 2007)
Responsible for extending and adapting existing client brands to an online presence including conceptualization of any related marketing initiatives. Key clients/projects include Electronic Arts, The Lord of the Rings, and The Amityville Horror.

Creative Director, Deep Focus
(February 2006 – June 2006)
Responsible for creative oversight and team management on all projects. Key clients/projects include HBO, Fox International, and Sony Blu-Ray.

Founding Partner and Creative Director, Sun Walters, Inc.
(April 2004 - January 2006)
Co-founded this high-end online fashion retailer and was responsible for initial brand identity, website design and development, and creation of all collateral materials. Additionally responsible for managing business growth and development.

Faculty, Otis College of Art and Design
(September 1997 – May 2005)
Spring 2005: Instructor; *Online Media*; senior level elective
Fall 2001 – Spring 2003: Instructor; *Otis Design Group*; senior level invitational
Fall 2000 – Spring 2003: Senior Lecturer; *Digital Applications*; junior level core
Spring 2000: Instructor; *Surface and Dimension*; continuing education
Fall 1998 – Fall 2000: Instructor*; Surface and Dimension*; senior level elective
Fall 1997 – Spring 1998: TA; *Surface and Dimension*; senior level elective

Founder and Studio Principal, One Ten Design, Inc.
(January 1999-January 2002)
Managed all client accounts and led studio staff of 20 designers, production artists, and project managers. Oversaw the creation of over 50 websites in 3 years for a wide variety of clients including Warner Brothers, Paramount Pictures, and Universal Music, garnering the recognition of the NY Times, the LA Times and Entertainment Weekly; and winning numerous awards including three Key Art awards, an EMMA nomination, a Communication Arts Award and several Macromedia awards.

Art Director, rVision/The Big Gun Project
(June 1997 - December 1998)
Responsible for hands on design and production, as well as guidance to junior designers.

PUBLICATIONS:

Academic:

Shaw. Efficient Multiple Object Tracking Using Motion Features. (2010)

Shaw. An Agent-based Architecture for Object Tracking. (2010)

P DeCamp, G Shaw, R Kubat, D Roy. An Immersive System for Browsing and Visualizing Surveillance Video. (2010)

S Tellex, T Kollar, G Shaw, N Roy, D Roy. Grounding Spatial Language for Video Search. (2010)

Shaw and Roy. Star Graphs: Discretization, visualization, and analysis of tracking data. (2009)

Shaw. Multi-modal Classification of Tracking Output for Person Identification. (2009)

Shaw. A Computational View of C. Elegans Neural Circuit Learning, Utilization, and Plasticity. (2009)

Bickmore et al. DTask & LiteBody: Open Source, Standards-based Tools for Building Web-deployed Embodied Conversational Agents. (2009)

Non-academic:
How Magazine
January 2004: "Creative Tools"; online article discussing the software designers use to create and how that software affects the creative process.

2003 Interactive Design Annual: Served as one of three judges for the *2003 HOW Magazine Interactive Design Annual*.

May 2003: "The Proof is in the Process"; in-magazine article and accompanying online article on structuring the creative process.

Friends of Ed
2001: Co-authored *Flash 5 Studio* (Friends of Ed, 2001) with 22 other top international Flash designers.

Cre@te Online
March 2002: "Sensory Engineers"; article explores the blending of design and engineering.

SPEAKING:

Webmaster World – Las Vegas
November 2004: Spoke regarding SEO strategies for Flash sites. Quoted extensively in online media.

Search Engine Strategies – San Jose
August 2004: Spoke about design strategies for optimizing Flash sites for maximum search functionality.