

JAMES POLLACK

Creative Technologist | AI × Art × Moonshot Innovation

San Francisco, CA | [linkedin.com/in/jamespollack](https://www.linkedin.com/in/jamespollack) | github.com/imgntn | jamesbpollack.com

PROFILE

- Award-winning creative technologist with 15+ years pioneering at the intersection of artificial intelligence and experiential art
- MFA graduate from UC Santa Cruz's Expressive Intelligence Studio (AI Lab) with proven track record building breakthrough experiences across VR/AR, generative AI, and interactive installations
- Inventor on patent cited 151+ times by Apple, Meta, Google, Microsoft, and IBM
- Contributed code to OpenAI's GPT-2 — merged pull request optimizing conditional sample generation
- First-generation college graduate passionate about translating cutting-edge technology into transformative human experiences

CORE COMPETENCIES

Creative Technology	Generative AI • Interactive Installations • Rapid Prototyping • XR/Spatial Computing
Technical Mastery	WebGL/Three.js • Creative Coding • Unity/Unreal • Shader Programming • Computer Vision
Interdisciplinary Bridge	AI/ML Systems • Artistic Direction • User Experience Design • Complex Systems

PROFESSIONAL EXPERIENCE

Meta | *Senior Technical Artist - Generative AI* San Francisco, CA | Mar 2024 - Jun 2025

- Pioneered generative AI creation tools and alpha-tested Meta Ray-Ban Display Glasses, shaping next-generation wearable experiences
- Bridged technical constraints with creative vision to prototype AI-driven augmented reality applications
- Collaborated with cross-functional teams to translate breakthrough ML capabilities into intuitive artistic tools

Meta (via Insight Global) | *Senior Technical Artist* San Francisco, CA | Jul 2022 - Mar 2024

- Architected generative AI systems, AR experiences, and avatar technologies for future moonshot products
- Prototyped experimental features combining LLMs with spatial computing interfaces
- Developed artist-facing tools enabling non-technical creators to harness complex AI systems

Amazon | *Software Engineer - Original Television* 2020 - 2021

- Built web-based interactive experiences for 5 original shows reaching tens of millions globally across 30+ locales
- Architected scalable component library deployed across desktop, mobile, Android, and Smart TVs
- Engineered novel typesetting system reducing font file sizes by 30x while maintaining global accessibility

Hypersense (Acquired by Epic Games) | *Software Engineer - Augmented Reality* 2019

- Developed real-time facial motion capture SDK enabling live 3D animation in web browsers
- Created custom WebGL applications and GLSL shaders for performant real-time character animation
- Built internal tools (Recipe Maker, Does It Look Good) connecting 3D characters to real-time SDK data

High Fidelity, Inc. | *Software Engineer - Virtual Reality* 2015 - 2016

- Authored 150+ merged pull requests for open-source VR platform, creating reference content for Steam launch
- Prototyped spatial UX paradigms: teleportation systems, interactive hand controller experiences (bow & arrow, whiteboard, musical instruments)
- Built internal web applications using d3.js for data visualization and resource allocation

- Delivered immersive 3D experiences, interactive installations, and physical products for Visa (w/AKQA), IBM Watson, and SnackNation
- Created popular open-source project enabling 4K 360° video capture from WebGL environments (featured on Hacker News)

EDUCATION

University of California, Santa Cruz

2010-2013

Master of Fine Arts (MFA), Digital Arts and New Media

Expressive Intelligence Studio (AI Lab, Jack Baskin School of Engineering) — Dedicated to exploring intersection of artificial intelligence, art, and design to create compelling new forms of interactive entertainment

Yale University

2005-2009

Bachelor of Arts (BA), English / Writing Concentration

First-generation college graduate | Critical thesis in Digital Literature | Creative thesis in Fiction

Santa Fe Institute

Certifications

Computation in Complex Systems | Foundations and Applications of Humanities Analytics

SELECTED ACHIEVEMENTS

OpenAI Contributor

Contributed code to GPT-2 repository (2019) — merged pull request optimizing conditional sample generation

Patent Inventor | US20160173960A1: *Methods and Systems for Generating Audiovisual Media Items* (Filed 2016)

Cited 151+ times by Apple, Meta, Google, Microsoft, IBM, Spotify, Sony, Samsung — pioneered generative media creation with collaborative remixing and metadata family trees

Grand Prize Winner | 2013 StartX Med Innovation Challenge (Stanford)

50-hour healthcare entrepreneurship competition

Gallery Exhibition | *The Harp Aeolian*

Installation art, Catharine Clark Gallery (2011)

TECHNICAL TOOLKIT

JavaScript/TypeScript • Python • C++ • WebGL/GLSL • React • Three.js • Unity • Unreal

Engine • TensorFlow • PyTorch • Node.js • Docker • Git • Shader Programming • Computer Vision • LLMs • Diffusion Models • AR/VR SDKs