

Isaac Gierard

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Isaac Gierard is a digital technical/creative who uses technology to create beautiful audiovisual experiences that convey concepts, information, and emotion. He uses an ever-increasing variety of tools and techniques, with a focus on collaboration with others, to achieve the best results for the businesses and individuals he works with.

Experience

Gierard Design and Technology LLC - Principal *Apr 2018 - Present*

Gierard Design and Technology LLC provides development and consulting services for companies seeking to build compelling digital experiences.

Britelite Immersive - Creative Technologist *May 2020 - Sep 2021*

Development of interactive installations for corporate centers. Development of tooling for rapid interactive project development. Project specification and ideation.

MSG Ventures / Obscura Digital - Software Engineer *Jul 2018 - April 2020*

Development of interactive installations for public spaces. Software development and R&D of technologies in support of the MSG Sphere venues in Las Vegas and London, primarily with a focus on content creation.

Stimulant - Technical Lead *Mar 2015 - Mar 2018*

Development of interactive installations for museums, corporate briefing centers, prototype retail spaces, corporate lobbies, and events. Interfacing with clients and vendors for requirements gathering. Development of software and speccing hardware. Working with clients and vendors on-site to bring projects to completion.

Razorfish - Presentation Layer Architect (Contract) *Feb 2015 - Mar 2015*

Development of a robust video player for a client's web property and VR research.

JUXT - Senior Interactive Engineer *Feb 2013 - Jan 2015*

Development of a variety of projects ranging from large-format touch experiences to web development.

Crowdstar - Senior Developer *Sep 2010 - Oct 2012*

Fullstack game engineering on Facebook, iOS, and Android.

SilverTree Media - Programmer *Nov 2008 - Sep 2010*

Education

Art Institute of Pittsburgh - BS Interactive Media Design 2005

Core Technological Skills

C++, C#, Python, Cinder, TouchDesigner, Unity, OpenCV, AR/VR including HoloLens, Javascript including node, WebGL, Vue, React, THREE.js, d3.js

Position Details

Britelite Immersive

May 2020 - Sep 2021

Technologies used

TouchDesigner, Unity, C++, Python

Accomplishments

- Developed a system for adapting and transporting depth image streams into a standard format
- Developed a system for adapting various depth-camera APIs for use with a proprietary skeletal tracking algorithm

MSG Ventures / Obscura Digital

Jul 2018 - April 2020

Technologies used

TouchDesigner, Unity, Node, Javascript, React, MongoDB, Docker, Python, Qt, Shotgun

Accomplishments

- Rebuilt San Francisco Public Utilities Commission interactive wall, including frontend and CMS, decreasing maintenance cost and improving reliability
- Developed content previewing tools for dailies on a specialized output device
- Was part of an R&D team responsible for researching next-gen image processing algorithms

Stimulant

Mar 2015 - Mar 2018

Technologies used

Cinder, C++, TouchDesigner, Unity, OpenCV, ROS, AR/VR including HoloLens, Node, Javascript, WebGL, Vue, THREE.js, d3.js, RFID, Indoor location systems including Quuppa and Zebra UWB

Accomplishments

- Improved upon and fully refactored in-house depth-camera based visitor tracking system
- Developed numerous HoloLens prototypes including a wayfinding demo that lead to additional client work
- Supported a global interactive event deployment
- Developed numerous large-format multi-touch multi-user interactives

Razorfish

Feb 2015 - Mar 2015

Technologies used

HTML, CSS, Javascript, Unity, Oculus SDK, Leap Motion SDK

Accomplishments

- Adapted and improved upon a Javascript-based MPEG decoder by adding streaming capabilities and media production toolchain
- Assisted in creating a VR pitch

JUXT

Feb 2013 - Jan 2015

Technologies used

OpenFrameworks, Cinder, TouchDesigner, TUIO, HTML, Node, Backbone.js, d3.js

Accomplishments

- Helped to establish the technical department in the San Francisco office
- Established a technology platform for developing multi-machine rendering for interactive experiences

Position Details

Crowdstar

Sep 2010 - Oct 2012

Technologies used

Flash, AS3, Javascript, Ruby, Rails, REDIS, Couchbase, C++, Obj-C, C, Java, OpenGL, Facebook SDK

Accomplishments

- Worked on one of the company's most profitable titles with millions of monthly users
- Development of an internal cross-platform mobile game engine in C++ and an asset pipeline for that engine

SilverTree Media

Nov 2008 - Sep 2010

Technologies used

Flash, AS3, Ant, PHP, Unity3D

Accomplishments

- Developed proof-of-concepts for several internal and external projects

Elliance

Oct 2005 - Nov 2008

Technologies used

HTML, XHTML, CSS, Javascript, Flash, ASP Classic, ASP.net, PHP

Accomplishments

- Helped transition the company to modern web standards from table-based development
- Led early investigations into mobile web including WAP and J2ME
- Led early investigations into third-party API integration including Google Maps and Twitter