#### Curriculum Vitae

# **Delbert Jackson**

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Citizenship: USA with a resident and work permit in Sweden

### Summary

I trained in both art and civil engineering at the University of Iowa in the USA (BS Engineering 2009; MFA in Art 2013). I have a passion for creating objects through the use of CAD tools and adapting designs to meet the client's needs and technical requirements. After graduating art school, I worked for two years with two public artists in Boston, MA, USA. I created CAD drawings, renderings and details of building sized artwork. These drawings were used for verification by a structural engineer and used in the construction and installation of the artworks. I also generated drawings that were sent to CNC companies for fabrication in sheet metal. I am currently looking for work as a CGI artist in either an advertising agency or architecture firm.

## **Education**

2009 - 2013 University of Iowa, Iowa City, IA

M.F.A Studio Art and Design

2004-2009 University of Iowa, Iowa City, IA

BS in Civil Engineering

2000-2004 University of Iowa, Iowa City, IA

BA in Studio Art

### **Work Experience**

2016-present Freelance work for various public art projects. I create

computer renderings and CAD drawings for artist who are

applying for public art commissions.

2014-2016 Harries-Heder, Public Artist Group, Boston, MA

I prepared CAD drawings for construction and planning using ArchiCad. This included flat parts that were laser cut or water jet cut in metal, detailed drawings that were used for assembly, and plan drawings of public spaces

where the artwork would be installed.

2013-2015 Nancy Selvage, Public Artist, Boston, MA

I prepared CAD drawings for construction and planning using Rhino3D and Google Sketchup. This included renderings of sculpture, CAD drawings for water jet cutting, adjusting a design to the specifications from a structural engineer, and working with a landscape

architect to fit the design into their space.

2010-2013 University of Iowa, Iowa City, IA - School of Art and Art

History

Taught courses in Virtual Reality for 3D Design, Design Fundamentals, Portfolio Design, Computer Aided Design, Jewelry and Metalsmithing. I also taught students how to

use a laser cutter and 3D printer.

### **Skills**

Software AutoCad, 3DsMax, Rhino3D, Grasshopper3D, ArchiCad,

Microsoft Office, Adobe Creative Suite (Photoshop, Dreamweaver, AfterEffects, Illustrator, InDesign) RhinoCam, Maya, Vizard Virtual Reality, Substance

Painter, Substance Designer, Arnold

CNC Tools Laser Cutter, 3D Printing, 4-Axis CNC Mill, CNC Cutter

Programming Occasionally use (HTML, Python, Swift, Arduino)

Fabrication Mold making, wax sculpting, hot metal casting, tig

welding, ceramics.

Other Skills I have built and operated my own Laser Cutter, 3D

Printer, and 3-Axis CNC Mill.

Language **English - Fluent** 

Swedish - I have taken 6 months of intensive Swedish at

Folkuniversitetet.

### **Achievements**

While in art school. I also exhibited artwork that was created from CAD tools in numerous exhibitions. These are just a few of the most important ones.

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2015 "Intelligent Objects: Empathetic and Smart Art,"

> Creative Arts Workshop Gallery, New Haven, Connecticut. Juried by George Fifield, Director of Boston Cyberarts.

2013 "PLAY," Urban Institute of Contemporary Art,

Grand Rapids, Michigan.

2012 "Outside Inside the Box"

> Juried by Elisabeth Argo - Curator at Philadelphia Museum of Art, Bruce Hoffman, and Judith Weisman - Acquisitions Chair at

the Renwick Gallery; Philadelphia FiberArts 2012 Biennial,

Philadelphia, PA

2010 "Art of Giving" Juried by Terry O'Neill, Christian Furr, and

Vic Reeves; Saatchi Gallery, London, UK

2010 "2D 3D Color & Design" Juried by Carrie Pilto -

Assistant Curator San Francisco Museum of Modern Art;

LH Horton Jr Gallery, San Joaquin Delta College,

Stockton, CA

2010 "Paperworks 2010" Juried by Elenor Hugendubel - Curatorial

Assistant Department of Painting and Sculpture Museum of

Modern Art; B.J. Spoke Gallery, Huntington, NY