JACKSON ROBERTS

(443)-467-2677 - JACKSONROBERTSFILMS@GMAIL.COM 325 W ADAMS BLVD #5057, LOS ANGELES, CA 90007 REEL/PORTFOLIO: JACKSONROBERTSFILMS.COM

SKILLS

Software:

Blender (since 2011), Adobe suite (AE, PR, PS, etc., since ~2011), Substance Painter+Designer, Cinema 4D, Maya, Houdini, Substance Designer, ZBrush, Logic Pro, Foundry Nuke

Specific skills:

Hard-surface & Organic Modeling, Surfacing, Rigging, Animation, Lighting, Rendering, Compositing, VFX, Motion design

Qualitative:

Creative problem-solver, passionate artist, open to collaboration, client-focused

EXPERIENCE

DUST Studios, LLC, Los Angeles, CA

Director AUGUST 2022

• Licensing my short film, HOLLOW, for distribution on all platforms of the DUST network

MVP Interactive, Philadelphia, PA

Freelance Motion Designer

AUGUST-OCTOBER 2020

- Motion design/compositing for the NFL's Tennessee Titans football team
- Animating an interactive AR mural

Rhode Island School of Design, Providence, RI

Teaching Assistant

SEPTEMBER-DECEMBER 2020

- Assisting with lectures and demonstrations on Blender 3D software
- · Helping students with problems & questions

Animus Studios, Providence, RI

Intern

JULY-AUGUST 2019

- 2D/3D motion design/animation for company branding
- 2D/3D motion design/animation for clients (commercials, event presentations)

EDUCATION

University of Southern California, Los Angeles, CA

MFA, Animation 2021-2024

Rhode Island School of Design, Providence, RI

BFA, conferred with honors, Animation 2017-2021

AWARDS

Official Selection- Glendale International Film Festival for "Flutter" (2023)

Fox Fellowship Endowment Fund (2023)

RISD Film/Animation/Video Dept. Award of Excellence (2020, 2021)

Semi-finalist- Berlin Sci-fi Filmfest for "Hollow" (2021)

Official selection- LA Shorts International Film Festival for "Hollow" (2021)

Official selection- Sydney Science Fiction Festival for "Hollow" (2021)

Top 100 selection- Pwnisher Infinite Journeys contest (2022)