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PORTFOLIO: JACKSONROBERTSFILMS.COM

▲ JACKSON ROBERTS

SKILLS

High level of experience in all areas of:

Blender (since 2011), Adobe suite (AE, PR, PS, etc., since ~2011)

Intermediate/high level of experience with:

Houdini, Substance Designer, Substance Painter, Logic Pro, Maya

EXPERIENCE

MVP Interactive, Philadelphia, PA – *Freelance Motion Designer*

AUGUST 2020 - OCTOBER 2020

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

Rhode Island School of Design, Providence, RI – *Teaching Assistant*

SEPTEMBER 2020 - DECEMBER 2020

- Assisting with lectures and demonstrations on Blender 3D software
- Being a resource for students to come to with problems & questions

Animus Studios, Providence, RI – *Intern*

JULY 2019 - AUGUST 2019

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

ATB Productions, Baltimore, MD – *Intern*

MAY 2017 - JUNE 2017

- Motion design/animation for commercials and presentations
- Creation of short VFX-heavy videos for company social media

EDUCATION

Rhode Island School of Design, Providence, RI – *BFA, Animation*

2017 - 2021

University of Southern California, Los Angeles, CA – *MFA, Animation*

2021 - 2024

AWARDS

RISD Film/Animation/Video dept. Award of Excellence - Spring 2020, Spring 2021

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

Official selection- Flickers Rhode Island International Film Festival 2021 for "Hollow" (2021)

Official selection- Berlin Sci-fi Filmfest 2021 for "Hollow" (2021)

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