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# ▲ JACKSON ROBERTS - CG GENERALIST

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## SKILLS

### High level of experience in all areas of:

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

### Intermediate/high level of experience with:

Maya, Houdini, Substance Designer, Cinema 4D, ZBrush, Logic Pro

## 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 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 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)

## EDUCATION

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

2021 - 2024

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

2017 - 2021

## AWARDS

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

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

Top 100 selection- Pwnisher Dynamic Machines contest (2021)

Top 100 selection- Pwnisher Infinite Journeys contest (2022)