

# Jason Fletcher

[www.jasonfletcher.info](http://www.jasonfletcher.info)

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Austin, TX

## Showreel

<https://youtu.be/gnMVCVQY0ZVI>

## Experience

### **Concert Visuals Creator /// 2020-current**

*Artist on Patreon - Austin, TX*

- I have a Patreon where I explore cutting edge animation techniques using machine learning, 3D animation, and compositing.
- 940+ paid members total to date. 43 VJ packs launched on a monthly schedule.
- Check out my motion design journal - [www.jasonfletcher.info/vjloops](http://www.jasonfletcher.info/vjloops)

### **Software Designer /// 2020-current**

*Nest Immersion - Austin, TX*

- NestDrop is an app which allows VJ's to perform with visuals that react in real time to the music. It is used by thousands of performers during live music concerts.
- Assist in feature design, beta testing, and bug tracking.
- Answer tech questions from customers and help troubleshooting.
- Curated a best-of collection from 52,000 presets from the community.

### **Graphic Designer & Ecommerce Admin /// 2022-2023**

*The Burlap Bag - Austin, TX*

- The Burlap Bag is a small business which creates handmade soy candles.
- Designed the entire website and managed Shopify back-end.
- Brainstormed and designed ads for social media (image, animation, and video).
- Adjusted layouts for each platform's unique requirements.
- Pitched, designed, photographed, and published new products.
- Managed product listings for 12 different wholesale and retail platforms.
- Implemented rewards program and customer reviews collection.

### **Associate Producer /// 2017-2022**

*Charles Hayden Planetarium, Museum of Science - Boston, MA*

- The Charles Hayden Planetarium is a theater open to the public and also a 3D animation studio.
- Supervised 3 animators, 1 system admin, and multiple contractors/artists.
- Distributed shows to over 560 planetariums internationally.
- Special event production for over 63 different events needing custom visuals.

- Received \$1,769,000 in funding from NASA grants.
- Oversaw \$600,000 renovation of the planetarium system to 8k projection.
- Check out my planetarium production blog - [www.thefulldomeblog.com](http://www.thefulldomeblog.com)

### **Science Visualizer /// 2010-2017**

*Charles Hayden Planetarium, Museum of Science - Boston, MA*

- Created 3D animated visuals for 5 different planetarium shows.
- Produced 13 music shows which brought in significant ongoing revenue.
- Edited pitches and scripts to add helpful comments and ideas.
- Created storyboards and animatics with draft narration and music.
- 360 video shoots include: Atlas V Rocket Launch, NASA Goddard Space Flight Center, Reefs of Belize.

## Education

### **School of the Art Institute of Chicago /// 2004-2008**

- Bachelor of Fine Arts in 3D Animation
- Awarded Merit Scholarship

### **Harvard University Extension School /// 2011**

## Technical Skills

- 3D Software: *Maya, Blender, Unreal*
- Render Engine: *Redshift, V-Ray, Arnold*
- Video: *After Effects, Premiere, Topaz*
- Image: *Photoshop, Illustrator*
- Renderfarm: *Deadline, FFmpeg*
- Project Tracking: *Jira*
- Audio: *Ableton Live, Pure Data*
- Machine Learning: *Stable Diffusion, StyleGAN, DreamStudio, AnimateDiff*
- Hardware: *360 video, DSLR photography, custom computer builds*
- Web Dev: *Shopify, HTML, CSS, Javascript*
- App Design: *NestDrop*

## Conference Presentations

- SXSW 2017: Making a Live Storytelling Show for a Planetarium
- IMERSA Summit 2016: Successful Visualizing for Fulldome Storytelling
- IMERSA Summit 2015: Future Immersion Panel

## Awards & Screenings

- Awarded NASA grant of \$912,000 for production of "Destination Mars".
- Awarded NASA grant of \$857,000 for production of "From Dream to Discovery".
- Awarded Best Film and Most Popular Film for "From Dream to Discovery".

- *CSTM Popular Science Film Panorama 2017*
- Awarded Best Immersion for “From Dream to Discovery”.
  - *Immersive Film Festival 2015*
- Awarded Best Immersive Cinema for “Undiscovered Worlds”.
  - *Jackson Hole Science Media Awards 2012*
- Distributed “Waiting Far Away” short film to over 380 planetariums internationally.
  - *Screened at SIGGRAPH 2015, Geneva International Film Festival 2015, Jena Fulldome Festival 2014, Melbourne International Film Festival 2016.*