

Showreels

- Motion Design Showreel - <https://youtu.be/gnMCVQY0ZVI>
- Astronomy Visuals Showreel - <https://youtu.be/oMMcprHwKZY>
- Concert Visuals Showreel - https://youtu.be/EO_MXVHjy8
- VJ Shoutouts Compilation - <https://youtu.be/2NS-BhzFY3s>

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

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.

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

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, 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.*