

JACKSON SPENCER

LOOK
DEVELOPMENT
ARTIST/TD

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EXPERIENCE

Fall 2020 - pres.

Lead Pipeline Technician – Texas A&M University, Visualization Department

- Manage the Viz pipeline and monitor the render farm on campus
- Educate students about the proper use of the Linux pipeline environment on the school computers
- Troubleshoot technical problems students run into, and create tutorials for an array of different programs, primarily Pixar's RenderMan, Autodesk Maya, Foundry Nuke, and Substance Painter
- Act as a teaching assistant and technical advisor for all undergraduate and graduate courses in Visualization involving 3D production through online "tech help" channels that are set up for each course, as well as office hours that are available on Zoom, or in-person by appointment
- Test and debug creative software packages for deployment on the campus pipeline
- Leading the initiative to integrate ACES color management and USD into the A&M school pipeline
- Developed Viz Wiki website as a resource database for students containing helpful links, information, and tutorials

Spring 2020

Graduate Teaching Assistant – Texas A&M University, Visualization Department

- ARTS 325 'Digital Painting'
- VIST 432 'Applied Perception'
- Set up an online environment for the classes, graded assignments and exams, gave critiques of student work, and communicated with the student to manage the schedule and answer questions

Summer 2019

Production Internship – Texas Film Commission, Office of the Governor

- Gained first-hand experience with the business side of the film, animation & game industries of Texas
- Completed graphic design & animation projects, including an animated logo for use in the credits of all movies produced in Texas
- Frequently communicated with industry professionals and the general public to provide assistance with media projects

2016 - 2018

Concept Artist – Texas A&M University, Live Lab

- Created digital artwork & concepts of varying styles for educational video game titles Variant & ARTÉ
- Participated in company meetings, group critique sessions, and worked with colleagues using collaborative software
- Extensively used Adobe Photoshop and Wacom tablet

PROJECTS

Spring 2021

Slippery Slope – 3D Animated Short (Maya, Houdini, RenderMan, XGen, Substance, Nuke)

- Co-directed animated short film about a dad and daughter's day on the ski slopes
- In charge of all character surfacing and grooming for two characters and their winter attire
- Created character hair simulations and managed CFX pipeline workflow
- Developed a procedural snow shader based on in-depth research about VDBs & volumetric shading
- Rendered and composited 26 shots, and created falling snow FX in Nuke

In Production

Surface Deep – 3D Animated Short (Maya, Houdini, RenderMan, XGen, Nuke)

- Created hair, fur, and fuzz for characters using XGen
- Wrote a fully automatic hair tube rigging script in Python for character's XGen-to-poly converted groom to allow for efficient dynamic simulation and animation in the creation of yarn hair
- Developed procedural fabric shader for characters using Maya, RenderMan, Nuke and OSL

Spring 2021

1923 Leica – 3D Rendered Asset (Maya, RenderMan, XGen, Substance, Nuke)

- Modeled & surfaced a vintage Leica camera as part of a directed study with an industry mentor
- Created fuzz, string, and velvet using XGen and procedural dust with Houdini

Fall 2020

Beepo – 3D Animated Short (Maya, RenderMan, XGen, Substance, Nuke)

- Created LCD screen shading workflow for character and environment surfacing of grass using XGen
- Prepared AOVs and fog volume layers for compositing using RIB archives & the Dynamic Rules Editor

Summer 2020

Kibble | 2020 Summer Industry Course – 3D Animated Short (Maya, RenderMan, Substance, Nuke)

- Created a 30-second animated short as part of a team of students guided by industry professionals from Disney, Blue Sky, and DreamWorks
- Credits include Look Development Lead, Project Pipeline Manager, Concept, FX, Lighting, Modeling, Rendering and Compositing

EDUCATION

Texas A&M University

2019 – B.S. in **Visualization**
• Minors in Business & French

Present – M.S. in **Visualization**

SKILLS

- Pixar's RenderMan
- Autodesk Maya
- XGen
- Substance Painter
- Foundry Nuke
- Adobe Photoshop
- Pixologic ZBrush
- Adobe After Effects
- SideFX Houdini
- MEL/OSL Scripting

SERVICE

Viz Grad Student Association

- Elected MS Rep
(2021 - pres.)

Viz Industry Fair Committee

- Co-Director
(2020 - 2021)
- Director
(2021 - pres.)

TAMU SIGGRAPH

- Member
(2016 - pres.)

AWARDS

Aggies at Pixar Scholarship
(2021)

DreamWorks Scholarship
(2021)

Featured in Maroon Magazine
• 1923 Leica project
(2021)

Award for Dedication & Excellence
• Office of the Governor
(2019)