# *Jeremiah Roberts*

jeremiahdavidroberts@gmail.com 910-233-1308

## **EDUCATION**

**North Carolina State University** Raleigh, NC May 2017

Master of Art and Design, New Media, and Animation GPA 3.6

**International Academy of Design and Technology** Nashville, TN May 2011

Bachelor of Science in Digital Media and Animation GPA 3.9

**University of North Carolina Wilmington**

Master of Instructional Technology Wilmington, NC *(In Progress*) Fall 2020-present

**COMPUTER SKILLS**

Adobe Creative Cloud, Adobe Photoshop, Adobe After Effects, Adobe Premier, Adobe Audition, Adobe Dreamweaver,

Nuke, Unity, Autodesk Maya, 3D Max, Sketchup Pro, Touch Designer, Microsoft Kinect, HTML, CSS, Python, MEL

**DESIGN EXPERIENCE**

**Instructor ı** University of North Carolina Wilmington August 2019- Present

* Digital Arts. Computer Science Department

**Instructor I** Cape Fear Community College

* Graphic Design Department. Continuing Education August 2020- Present

**Instructor ı** University of South Alabama January 2018- Spring 2020

* Visual Arts Department. Online and Web blended classes

### Interactive Media Producer I Freelance January 2005 - Present

* Produce interactive live media projects and installations exhibits
* Direct client video projects by communicating effectively while shaping ideas and translating feedback
* Projection mapping specialist for mediated and reactive spaces consisting of 2D/3D animated visual effects

### Animator/Designer/Storyboard ı Artist Silly Dragon Commercial January 2011 - April 2012

* Created website tutorial through 2D/3D animation and visual effects

### Animator/Interactive Media ı Developer Image Marketing Group July 2011 - December 2012

* Created website testing and tutorials for National Contracting Licensing involving safety requirements and
* Handled website design and administration along with SEO editing and E-commerce management

### 3D Animator/Designer ı Mid-South Visual June 2012 - December 2012

* Director of technical and art production workflow
* Created OSHA safety videos for the engineering corporation Permasteelissa Group

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**TECHNICAL and TRADE EXPERIENCE**

**Production Coordinator /Designer ı** Southern Sign Company January 2013 - August 2015

* Managed branding and strategic marketing to increase revenue
* Worked with clients with logo and branding design and print production
* Large Print and digital media print production including new installation, tear down and rebuild existing models.

**Construction Manager / Carpenter ı** Stanton Installation June 2011- January 2013

* Managed crew to prioritize responsibilities to meet tight deadlines in home construction, commercial buildings, and government projects
* Designed using blueprints and layouts
* Experience with power tools and equipment according to OSHA requirements

**Customer Representative / Warehouse Manager ı** Dal-Tile Corporation June 1998 – June 2007

* Communicated with clients to provide interior design and customize rooms for living and commercial
* Designed displays and exhibit setups for clients’ showrooms
* Managed warehouse inventory, receiving, daily cycle count, shrinkage, ordering, packing and shipping
* Participated in OSHA training and fire safety training

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## **Corporal E-4 ı** United States ArmyJune 1995 – June 1998

* Resolved issues with motor pool using critical thinking and strong leadership skills
* Managed motor pool and team leader in various deployment and assignments

Jeremiah Roberts

4411 Pine Hollow Dr.

Wilmington NC, 28412

910-233-1308

[jeremiahdavidroberts@gmail.com](mailto:jeremiahdavidroberts@gmail.com)

[www.warpeduniverse.com](http://www.warpeduniverse.com)

Education

* Master of Art and Design - New Media and Animation GPA 3.6

North Carolina State University, 2017

* Bachelor of Science in Digital Media and Animation GPA 3.9

International Academy of Design and Technology Nashville, 2011

Technical Skills

* Experience in Design and production – software uses in Adobe Creative Suite
* Audio engineering and Foley design
* Translating Musical Composition and Recording String Instruments
* Experience in stop motion animation
* Physical fabrication of exhibit and installation
* Experience in pre-press and print design, product photography
* Skilled in rigging, lighting, modeling, compositing and animation 3D
* Video director and production coordinator
* Experience user and educator in Autodesk Maya,3DMax, Touch Designer, Adobe Package
* Technical Hardware knowledge and implementation of AR and VR, Projection Mapping, Kinect
* Experience in Creative Coding, programming and scripting in CSS Html, Python, Mel, Java

Professional Experience

* Instructor Visual Arts- University of South Alabama/ North Carolina Wilmington
* Freelance Interactive Developer and CG Generalist-Warped Universe Wilmington, NC
* Musician, Videographer and Band Management
* Interactive Media Designer-Image Marketing Group Nashville, TN 2010
* 3D/2D Animator and Storyboard Artist-Mid South Visual Nashville, TN 2012
* Mobile Animation Film Festival. Jury/Organization board. 2018-current
* Corporal United State Army 1998

Teaching Experience

Instructor

University Of North Carolina Wilmington

* CSC 220 3D Computer Graphics Tools and Literacy

Project-based approach to learning fundamental principles of 3-D computer graphics using high-level software tools. Modeling of objects, geometrical transformations, surface algorithms, lighting and shading, alternative rendering techniques, and providing background skills necessary to create animated movies.

* CSC 320 3D Computer Animation

Storytelling techniques through animation and the principles of animation. It covers the fundamentals of scene navigation, modeling, cameras, and lighting. Students will be introduced to 3D technology and video game production

Cape Fear Community College -Fall 2020

* CE /C0669 Web Application for Graphic Design

Introducing web development software suites. Topics include the creation of web graphics, and addressing problems particular to website display using appropriate software, web graphics file types, optimization, RGB color, web typography, elementary special effects, transparency, animation, slicing, basic photo manipulation, UI /UX design and other related topics.

University of South Alabama

* ARS 304 Digital Modeling

Concepts and techniques used in the creation of three-dimensional form in a digital space. Emphasis on the practical use and creation of three-dimensional models for animation and texturing. Web Blended.

* ARS 201 2D Animation I

Instruction in various aspects of two-dimensional animation using appropriate software, to include developing concepts, storyboarding and production.

* ARS 200 Intro to Animation

Introduces to the basic concepts of animation. Emphasis on the process involved in creation of animating, stressing teamwork, storyboarding, hand drawing, clay animation, motion, and balance including digital camera, scanning and computer editing training. Study of the history of animation and terminology and 12 principles of animation are covered.

* ARS 204 Experimental Animation

Developing framework in which students will explore and develop aesthetically progressive concepts and professional practices in their personal animation artmaking. The students will develop a unique artistic voice in the creation of visually based animation using experimentation, exploration, traditional and non-traditional mediums. Storytelling and delivery through the means of developing technology, creative coding, and installation art for hybrid realty environments.

* ARS 301 2D Animation II

Continue to develop skills in the use of traditional mediums as well as digital software to create storyboards and 2-dimensional animation including creating, importing, and sequencing media elements. Emphasis on conceptualization, creativity, and visual aesthetics. Developing concepts, storyboarding and the production of several 2-dimensional animations.

Assistant

North Carolina State University Raleigh, NC

* ADN 502 Advanced Animation Studio

Studies in intensive experimental work in various phenomena and disciplines related to design for group objectives to complete and initiate 2D and 3D animations, composited visual effects.

* ADN 502(section B) AD Vs Lab (Digital Media: Visual Effects)

Group projects on mobile application uses in collaboration with computer sciences and design.

* ADN 460 Multimedia Studio (Inter Graphic Novels)

Collaboration in design and experimental media including storyboarding, storytelling, traditional, drawing, 2d/3d animating.

* ADN 411 Visual Lab II (Digital Media: Visual Effects)

Individual and group-based studies in digital modeling building, visual effects application building, design and compositing.

University Service

North Carolina State University Raleigh, NC

•Art2 Wear Production 2014

•Veteran Focus Group 2014

•Stanhope Apartment Media Design Team 2016

•Sustainability and Design Multimedia Team 2016

Publication and Papers

* “Experiencing in Pieces: An Audible and Visual Study in Reactive Spaces” Master Thesis. North Carolina State University 2017
* “Designing for Others” Article 2017
* “Finding Relations between Architecture and Music” Article. North Carolina State University 2016
* “Experiencing in Pieces: A Physical Computing Approach to Sonic Composition” hyperrhiz.io Winter 2019. Article

Exhibits and Seminars

* “Experiences in Pieces” Interactive Audio and Video Installation, Mixed Reality Environment. JD Hunt Library Raleigh, NC April 2017
* “Experiencing In Pieces: An Audible and Visual Study in Reactive Spaces” Seminar. North Carolina State University Raleigh, NC May 2017
* “Bucket List Raleigh” Seminar. Computer Science Department North Carolina State University 2016
* “Experimental Animation with Research and Design.” Seminar. University of South Alabama. Spring 2018
* Symposium on Sound, Rhetoric, and Writing. Nashville / Murfreesboro, TN. September 2018
* Mobile Animation Film Festival. Mobile Museum of Art. October 2018
* “Soul of Flight” Harpa Theater and Concert Hall Reykjavik, Iceland. TinyMassive.io February 2019
* “Experiencing In Pieces: A Physical Computing Approach to Sonic Composition” Conference talk and installation demo. Carolina Rhetoric Conference. Raleigh, NC. April 2019
* “The Interactive Puppet” South Sounds Festival. Mobile, AL. April 2019
* “Haikus- works of Matsuo Basho an Exquisite Corps Projection Display.” South Sounds Festival. Mobile, AL. April 2019
* Mobile Animation Film Festival. Mobile Museum of Art. October 2019

Films-Animations-Music Videos

* 2010 “Tom and Zesty” 2D motion comic [1:28]
* 2011 “Warped Universe”3D Animation [11:20]
* 2012 “Warped Shorts” 2D Animation [:50]
* 2013 “Candlewood Suites” Commercial, Film [:30]
* 2015 “Tension” Music Video [4:24]
* 2016 “Nest” Documentary, Film [2:45] Documentary Film Festival selection, Raleigh NC-2016
* 2016 “Time Movement Bubbles” Experimental, Documentary, Film [3:00] Documentary Film Festival selection, Raleigh NC-2016
* 2016 “Jeremiah’s Office” stop motion animation [1:00]
* 2016 “Burn Me Out” Music Video [3:41]
* 2016 “Numbers on the Bus”2D Animation [:50]
* 2016 “Fickle” Music Video [1:57]
* 2017 “Love Control” Music Video [3:31]
* 2017 “100 Mile” Music Video [3:46]
* 2017 “Experiencing In Pieces” 1-10 videos, Experimental [Each 8:29]
* 2018 “Often” Music Video [4:25]
* 2018 “Others” Music Video [3:28]
* 2019 “Soul of Flight” Animation [2:00]

Discography

* No Labels Fit (EP) - Songwriter, instrumentation, producer, engineer.2002
* No Labels Fit “II” - Songwriter, instrumentation, producer, engineer.2004
* Zopticon - Songwriter, instrumentation. 2007
* Raw Fields “Legend of Horace Bath” - Instrumentation. 2008
* Dead Man’s Mail (EP) - Instrumentation, producer. 2015
* Experiencing In Pieces - Producer. 2017
* Exploding Math Lab “EP2”. Instrumentation, producer.2018
* Exploding Math Lab “Driving into the Sun” Songwriter, instrumentation, producer. 2020

Research Interest

* Interactive Design and performance in mixed realty environments
* Education methods through creative and digital fields
* Music Based Interactive projects
* 3D modeling and animation, visual and special effects creation
* Experimental filming through in depth and volume
* Creative Coding

Honors and Awards

* Excellencein Art and Science-North Carolina State University Graduate Department 2017
* “Exquisite Corps” Stanhope Building Digital Art Competition - Raleigh, NC 2016
* “Warped Universe” Autodesk Featured Artist - Siggraph Vancouver 2013

*October1, 2020*