

# Jeremiah Roberts

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## 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

- Freelance Interactive Developer and CG Generalist-Warped Universe Wilmington, NC 2012 - 2017
- Musician, Videographer and Band Management 2000-2017
- 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
- Corporal United State Army 1998

## Teaching Experience

### Instructor

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 Two-Dimensional Animation  
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 art-making. 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.

Fall 2019

- 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. Forthcoming April 2019
- “The Interactive Puppet” South Sounds Festival. Mobile, AL. Forthcoming April 2019
- “Haikus- works of Matsuo Basho an Exquisite Corps Projection Display.” South Sounds Festival. Mobile, AL. Forthcoming April 2019

## Films-Animations-Music Videos

- 2010 “Tom an 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 Lath “EP2”. Instrumentation, producer. 2018

## Research Interest

- Interactive Design and performance in mixed reality 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

- Excellence in 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

*March 01, 2019*