

JACOB ERIN MANN
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WORK: jacobmannart.com
PASSWORD: **DemoReel**

ANIMATION AND PRODUCTION EXPERIENCE

Extinguished - Co-Director / Story / Layout / Animation / Modeling / Lighting / Compositor / Technical Director
Ringling College 2017 Thesis Film
44th Student Academy Awards - Finalist

Lighting and Compositing Intern, Blue Sky Studios, Greenwich, CT - June 2017 to Aug 2017
Worked alongside both the Lighting and Compositing departments in order to learn the tools necessary in order to work on production for their upcoming feature film, 'Ferdinand'.

Ferdinand - Additional Lighting and Compositing

- Worked on multiple different sequences in the movie with both the Lighting and Compositing departments to produce content for the final movie.
- Attended daily rounds to have work approved by the Sequence Lead and then the Head of Lighting
- Mono finishing. Noise Clean up. 2D/3D Tracking.

Art and Production Intern, Walt Disney Animation Studios, Burbank, CA - June 2015 to Aug 2015

Worked in the Riverside Studio for 8 weeks, learning tools and using that knowledge to produce a short film.

- Developed in cooperation while on a team with 11 other Interns a short animated film for the studio using Disney in-house software.
- Played a role in all parts of production including story, vis dev, modeling, animation and lighting.
- Alongside my mentors used assets from Zootopia and Big Hero Six to do lighting and animation tests for learning purposes.
- Acted as unofficial production manager on the short by creating spreadsheets to organize and help distribute tasks based on what needed doing to complete the film during the 8 week experience.

PHOTOGRAPHY/FILM EXPERIENCE

Studio Assistant, Rankin Photography, London, UK - June 2014 to Aug 2014 Assisted the Photographer 'Rankin' in his London Studio with commercial photography and film projects.

- Assisted on set for PAN (Warner Bros) by setting up and maintaining Studio Lighting for the main cast before and during shooting.
- Helped to set up lighting and maintain on average 3 shoots a day from 8am to 10pm while making sure that everything was ready for shooting to start on schedule.

EDUCATION AND TRAINING

Computer Animation Student, Ringling College of Art and Design, Sarasota, FL

B.F.A in Computer Animation - May 2017. GPA 3.49/4.00

- Dreamworks Scholarship - 2013 - 2017
- Scholarship for Outstanding Academic Achievement - Ringling PreCollege 2012
- Multiple works accepted into Annual Juried Event - Best of Ringling 2015, 2016 and 2017.
- Computer Animation Mentor for Sophomore Ringling Students

Classical Drawing The Drawing Academy at The Animation Workshop

Viborg, Denmark - Jan 2013, May 2013

Moved to northern Denmark to in order to study classical drawing full time.

TECHNICAL / ART TECHNIQUES AND SKILLS

Advanced proficiency with Photoshop, Maya, Renderman and Nuke. Experience with Linux.