

# Johnathan Gibbs

W: <https://www.gibbsanimation.com/demo-reel>

T: 214-930-8119 E: [jmgibbs98@gmail.com](mailto:jmgibbs98@gmail.com)

My objective is to be involved with a team where **engaging storytelling** is executed through **powerful visuals and computer graphics**. I want to exercise my **knowledge of cinematography, photography, and computer graphics in a story driven environment**, and use this knowledge to create stories. I am actively looking for any opportunity available.

## Work Experience

### Camera & Staging Intern

#### **Pixar** Jan 2020 - April 2020

**Layout/Cinematography** position in which I am **professionally mentored** while working on in-house projects at **Pixar Animation Studios**.

## Project Experience

### Heights - Solo Film

#### **Pixar** Awarded Scholarship

A **personal animated short film** focusing on visual storytelling through **cinematography and animation**. Most **hats of production** (cinematography, animation, modeling, editing, score composing, etc.) were exercised and challenged in this ambitious project.

### Juke & Boop - Lead Animation and Story

#### **Disney** Mentored Animated short

An animated short about a jukebox's livelihood being confronted by new technology. This film was **presented at Walt Disney Animation Studios** and **mentored** hands-on by **Disney supervisors** in five different departments and by other artists in the studio.

### Croaked - Lead Animation and Layout

#### **Vizzie Award** Best Time-Based Media

This animated film showcases a boy with an unwavering urge to press a button. This film was **awarded at Texas A&M Visualization's award ceremony, Viz-a-gogo**. The award is **curated** by **industry professionals**.

## Education

### Texas A&M University

2017-2020: Visualization

**Viz-a-gogo Art Exhibit** (Art Curation Committee, eight artworks accepted in film and photography), **ACM Siggraph Member**, **National Society of Leadership and Success**, **Pixar Scholarship**, **Blue Sky Scholarship**

### Texas A&M University Commerce

2016-2017: Visualization

**Dean's List**, **University President Scholars**

## Skills

Maya - 2 years  
Blender - 5 years  
Substance Painter - 2 years  
Photoshop - 2 years  
Clapping with one hand - 14 years  
Fortnite - 2 years

## Research

### TAMU Undergraduate Research Assistant for VR Eye Tracking

Testing different methods to see what is the most effective way to guide the eye in virtual reality  
Working with aerospace to develop a potential UI system inside of a space helmet using VR

