

Johnathan Gibbs

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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

