

Bryan A. LeBeuf / CV

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## Education

2019 School of the Art Institute of Chicago, Chicago, IL, MFA, FVNMA 2010 Wayne State University, Detroit, Michigan, BFA, Media Production/Film

## Professional & Teaching Experience

Present Digital Content Designer & Learning Specialist

University Of Chicago, Chicago, IL

Create videos, motion graphics, 3D animations and interactive media for departments within the University of Chicago.

2020-19 Guest Lecture, Oral History

University of Chicago, Chicago, IL

Lecture and guide students through equipment and post-production programs for experimental documentary programs.

2019 Guest Lecture, Graduate Architecture

School of the Art Institute of Chicago, Chicago, IL

Lecture and guide students through special collections within two institutions, SAIC & Uchicago.

2018 Co-Professor

School of the Art Institute of Chicago, Chicago, IL

Provide technical and conceptual new media support to undergraduate and graduate students.

2018-13 Producer/Technical Director

Imagination, Chicago, IL | February 2013-2018

Supervise a running production crew during curated events, while directing camera department operations.

2014-15 Camera Educator & Technician

GoPro, Chicago, IL

Educate companies and consumers about GoPro camera functions, applications and techniques

Provide technical support during production and live events.

2013-15 Designer/Gaffer

Red Bull Media House, Detroit, MI

Design staging and lighting for events and music festivals.

2014-09 Vocational Educator

Quarton Counseling, Detroit, MI

Design lesson plans for students with special needs, while providing onsite vocational training and creative digital platforms

## Selected Commission Works

### 2022 Game Designer and Developer

- Home Movie
- MIT Open Documentary Lab
- Video Game/Interactive Documentary

### 2021-22 Game Designer and Developer

- Home Movie
- University of Illinois Chicago
- Video Game/Interactive Documentary

### 2021 3D Designer, Graphics and Editor

- TED Talk
- Documentary/Commercial
- Agency: Imagination

### 2020 Interactive 3D Designer

- Ford Motor Company
- Commercial/Event (Detroit Auto Show)
- Director: Paula Lomax

### 2019 Interactive 3D Designer

- Ford Motor Company
- Commercial/Event
- Director: Paula Lomax

### 2018 Director of Photography

- Tostitos
- Commercial
- Director: Agency (New Creatures)

### 2017 Director of Photography

- Ruth Bader Ginsburg Interview series (NBC)
- News Segment
- Director: Union

### 2016 3D Artist/Director

- DTCHPLNES Featuring Danny Brown
- Music Video
- Vice, Creators Project

## Technical Abilities

Adobe CC, Final Cut Pro, Max 8, Autodesk Maya, Autodesk 3ds Max, Meshlab, Blender, Houdini, CloudCompare, ArcGIS, Unity, Unreal Engine, ProTools, Logic Pro, Ableton Live, AutoCAD,

SketchUp, C++, C#, openFrameworks, Twine.Cinematography and equipment: Arri Alexa, Red Camera, Canon EOS series, Sony FS9.

### Selected Exhibitions

2023 Collide-O-Scope, Group Exhibition, New Art City, Virtual  
2022 Sonic Collide-O-Scope, Group Exhibition, Chicago Artist Coalition, Chicago, IL  
2022 Intertwined, Group Exhibition, Mana Contemporary, Chicago, IL  
2021 Frantic Desire for the Almost Real, Group Exhibition, CAC Gallery, Chicago, IL  
2021 Survey II, Group Exhibition, CAC Gallery, Chicago, IL  
2021 EXIT, Group Exhibition, Chicago Cultural Center, Chicago, IL  
2021 Recipe Box, Group Exhibition, CAC Gallery, Chicago, IL  
2020 Unconventional Times, Solo Exhibition, Purple Window, Chicago, IL  
2020 New Media Fellows show, Group Exhibition, Mana Contemporary, Chicago, IL  
2019 MFA Thesis Exhibition, Group Exhibition, Sullivan Galleries, Chicago, IL  
2019 Bryan LeBeuf: Solo Exhibition, Lithium Gallery, Chicago, IL  
2019 Home Movie, Detroit Historical Society, Detroit, MI  
2019 Re:figure, Museum of Contemporary Art Detroit, Detroit, MI  
2019 Poly Play: Gallery Arcade, Neiman Center and Site Gallery, Chicago, IL  
2018 Reminiscing/Reinventing, Sharp Building, Chicago, IL  
2018 Bring Your Own Beamer, Lithium Gallery, Chicago, IL  
2018 Reminiscing/Reinventing, Site Gallery, Chicago, IL  
2017 Wrath, Vice Magazine, Creators project, Las Angeles, CA  
2016 Portions, Primeta Sound, Detroit, MI

### Achievements and Awards

2021 Home Movie, Official Players Guide, Immerse, MIT Open DocLab  
2020 New Media Residency Program, Mana Contemporary  
2020 HATCH Residency Program, Chicago Artist Coalition  
2019 Toby Devan Lewis Fellowship, School of the Art Institute of Chicago  
2019 Graduate Fellow, School of the Art Institute of Chicago  
2019 Lyn Blumenthal Memorial Scholarship, School of the Art Institute of Chicago  
2018 Princess Grace Foundation Award  
2017 Media Appearance and acknowledgment, Creators Project, VICE Magazine Conferences & Artist Talks  
2022-23 University of Connecticut, Artist talk & Guest Lecture, Virtual  
2022 Home Movie, Official Players Guide, Artist talk, Open DocLab, Virtual  
2022 University of Illinois Chicago, Artist talk, Chicago, IL  
2021 University of Illinois Chicago, Video Game talk, Chicago, IL  
2020 Chicago Artist Coalition, Artist talk, Chicago, IL  
2020 Mana Contemporary, New Media week, Miami, FL  
2020 Mana Contemporary, Artist talk, Chicago, IL  
2019 University of Illinois Chicago, Video Game talk, Chicago, IL  
2019 School of the Art Institute of Chicago, Artist talk, Chicago, IL  
2019 Mana Contemporary, Ableton and interactive sound design, Chicago, IL  
2018 Reminiscing/Reinventing, Symposium, Chicago, IL