JACKSON SPENCER LOOK DEVELOPMENT ARTIST / TD

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EXPERIENCE

04/2024 -

Look Dev + Grooming Instructor — AnimSchool

- Developed and currently teach a comprehensive course on industry Look Dev & Groom techniques and concepts
- Covered topics include the science of optics and material properties, principles of PBR, procedural shader development, UV unwrapping, texturing, lighting, compositing, rendering, and an array of practical technical workflows for Look Dev & Grooming across multiple software packages including Maya and Substance Painter
- Train students to analyze, evaluate, and integrate references into their work and create plausibility and appeal in production assets

2022 - 2024

Shade / Groom Technical Director — Pixar Animation Studios

- Created film-ready shading and grooms within USD pipeline for a wide variety of assets
- Developed materials adhering to PBR principles utilizing BXDF and volumetric shaders
- Collaborated across departments to troubleshoot complex technical problems and manage fix requests
- Created scripts and templates to facilitate artist workflows, and wrote relevant documentation for reference
- Presented work in team meetings and director reviews, contributing to creative discussions
- Worked with character, prop, and garment rigs to set up hair and cloth assets for simulation
- Managed assets and tool development through commandline version control systems
- Optimized shading networks for downstream readability and render cost/efficiency

Elio — 3D Feature Film (Maya, RenderMan, Substance, Mari, Nuke, Katana, Houdini, proprietary tools)

- Created hair grooms and shading for human, animal and alien characters, as well as a variety of props
- Constructed a pipeline for procedurally creating curve-based embroidery assets
- Set up skin shading templates used by artists in the creation of a BG human library

Hoppers — 3D Feature Film (Maya, RenderMan, Katana, Mari, Houdini, proprietary tools)

- Groomed and shaded fully furred animal characters and props via MaterialX
- Developed look variants for characters, including wet groom variants for submerged fur
- Customized groom setups outside of standard pipeline for simulation

2020 - 2022

Lead Pipeline Technician — Texas A&M University, Visualization Department

- Managed the university animation pipeline and render farm
- Technical advisor for all undergraduate and graduate courses involving 3D production
- Troubleshooted and resolved a diverse range of technical problems on a daily basis
- Created tutorials for an array of different programs, including Maya, RenderMan, Nuke & Substance Painter
- Tested and debugged creative software packages for pipeline deployment
- Led initiative to integrate ACES color management and USD into the university pipeline
- Educated students about Linux environment usage and workflow best practices
- Developed website as a student resource containing database of helpful links, information & tutorials

2020

Graduate Teaching Assistant — Texas A&M University, Visualization Department

- Supported 'Digital Painting' and 'Applied Perception' courses by managing schedule and online course environment, grading assignments and exams, and providing critiques of student work

2019

Production Intern — Texas Film Commission, Office of the Governor

- Engaged in business operations within the film, animation, and game industries of Texas
- Created graphics & animation projects for use in movies produced in TX
- Frequently communicated with industry professionals to provide assistance with media projects

2016 - 2018

Concept Artist — Texas A&M LIVE Lab

- Digitally painted character & environment concepts in varying styles for video game titles
- Participated in company meetings, critique sessions, and worked with colleagues using collaborative software

EDUCATION

Texas A&M University

2019 — BS in **Visualization**
- Minor in Business
- Minor in French

2020 - 2022 — MS in **Visualization**
- Thesis pending

SKILLS

- Autodesk Maya
- Autodesk XGen
- Substance Painter
- Substance Designer
- SideFX Houdini
- Foundry Nuke
- Foundry Katana
- Foundry Mari
- Pixar's RenderMan
- Adobe Photoshop
- Adobe After Effects
- Maxon ZBrush
- USD/OSL/Python/MEL/VEX

SERVICE

Viz Grad Student Association
Elected MS Representative

Viz Industry Fair Committee
Co-Director   (2020 - 21)
Director   (2021 - 22)

SIGGRAPH
Member   (2016 - present)

AWARDS

DreamWorks Scholarship — 2021

Pixar Aggies Scholarship — 2021

Featured in Maroon Magazine
1923 Leica asset — 2021

Dedication & Excellence Award
Office of the Governor — 2019

Gallery Exhibition Selection
Viz North — 2018

REFERENCES

Kyle Milardo
Head of Characters Department
kylem@pixar.com

Thomas Jordan
Shade/Groom Supervisor
thomas@pixar.com

Junyi Ling
Shade/Groom Supervisor
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Trent Crow
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