

JONES LEVENSON

PRODUCER

SUMMARY:

Well-rounded producer with a strong artistic eye and technical capability. Able to meet goals and manage creative personalities. My skills are transferable and I am seeking opportunities in visual design, media production, gaming, and software.

ACADEMIC BACKGROUND:

MFA - Savannah College of Art and Design

Film and Television Production | 2011-2013

BA - Florida State University

Media Production | 2009-2011

PROFICIENCY:

- Creative Management
- Scrum/ Agile Experience
- Adobe CS
- Atlassian/ Slack/ Linear/ Notion/ Harvest/ etc.
- Microsoft Office
- Proposal and SOW development
- Pro Tools/ Logic Pro/ Adobe Audition
- VR/ AR/ XR
- Game Design & Development (Unity/ C#)
- Art/ Creative Direction
- Creative Copy Writing

ACHIEVEMENTS

- Was on the opening design team for Skull Island: Reign of Kong at Islands of Adventure
- Presented my VR production to Steven Spielberg
- Collaborated with Peter Jackson on design package
- Collaborated with Shigeru Miyamoto on AR interactive

WORK BACKGROUND:

Associate Technical Producer

Cubic | 2020-Current

- Oversight of staffing, resourcing, budgeted hours, backlog tasking, and Scrum rituals
- Utilization of modern technologies, game engines, and methodologies to provide a digital representation of real world, hands-on training in both military and commercial markets

Design Manager

ITEC Entertainment | 2018-2019

- Facilitated design teams and vendors to develop an attraction for client Universal Beijing's Jurassic World, work which resulted in a second contract for a second attraction
- Produced creative 2D and 3D digital media for everything from video games to interactive installations to theme parks, cultivating a positive culture among my teams
- Supervised proposals/ contracts, timeline, and budget to deliver to clients on time

Senior Show Coordinator

Universal Studios, Creative | 2014-2018

- Developed media production and design packages for over a dozen projects for Universal Studios, ensuring internal creative and schedule goals were met
- Pioneered R&D production of interactive games and experiences in 2D, 3D, VR, and AR, so that my ideas would eventually integrate with Universal's new upcoming theme park
- Supported show production teams by managing creative personalities and their respective assignments, motivating team members to hit their KPIs

Post-production Coordinator

Mike Vasilinda Productions | 2009-2011

- Assisted in video edits by polishing cuts for client-based projects
- Developed motion graphic for clips, commercials, and news
- Developed audio/ video archive storage system from the ground up

CONTACT:

Phone: 850.728.5702 | Email: moviejones@gmail.com | Website: joneslevenson.com