barry e. jackson

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experience   1991 – 2013

2010 – 2013 BLUE SKY STUDIOS, RHYTHM and HUES, and YU and CO. as designer of motion graphics, concept illustrator, matte painter, or compositor on projects like **Hop**, and **The Great and Powerful OZ,** and various others under NDA.

2008 – 2010 CARTOON NETWORK: **Firebreather**
Production Designer of Cartoon Network's first digital feature film.
Annie Award Nomination   Telly Award Winner: Production Design

2007-2008 RAINMAKER ENTERTAIMENT: **Escape from Planet Earth**
Production Designer/ Character Designer of the digital feature film (Feb. 14, 2013).

2006 –2007 BLUE SKY STUDIOS: **Horton Hears a Who**
Visual Development of the digital feature film, *Whoville, Jungle of Nool, The Speck*

2004-2006 DNA PRODUCTIONS: **The Ant Bully**
Production Designer of the digital feature film

2002 –2004 ELECTRONIC ARTS LA:
Director of Animatics for interactive games, **Medal of Honor, Strike, Lord of the Rings**
Wrote and Directed, Storyboards, Animatics, and Visual Development.

2000- 2001 NICKELODEON: **Mighty Mouse**
Co-directed and Production Designed eleven month of development, digital feature
Script Development, Storyboards, Animatics, and Visual Development.

1999 UNIVERSAL: **Ron Howard's The Grinch**
Concept Illustrator

1997 DREAMWORKS ANIMATION: **Shrek**
Production Designed and Visually Developed a mo-cap/CG approach to the film.

1996 DREAMWORKS ANIMATION: **The Prince of Egypt**
Visual Development of the traditional 2D animated feature, The Plague Sequence

1992 DISNEY ANIMATION: **The Nightmare Before Christmas**
Visual Development and Character Design of the stop-motion feature film.

writing
2008 HARPER COLLINS: **Danny Diamondback**
Wrote and Illustrated a children's book published by Harper Collins

education
Bachelor in Fine Arts from Art Center College of Design, Pasadena, CA.

software	**guest speaker**
Maya, Final Cut Exp,	Art Center College of Design
Photoshop	The Society of Illustrators LA
After Effects	The National Illustrator's Conference