Davis Jackson

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WORK EXPERIENCE

Postvis Artist, ***Halon Entertainment*** **……September 2026 - Present**

- Tracking cameras, building out sequences, animating CG elements, and compositing postvis shots into live-action plates

Associate Visualization Artist, ***Halon Entertainment*** **……..April 2025 - March 2026**

- Created previs & postvis sequences for major episodic series, iterating quickly in Maya, Blender, Unreal, and After Effects
- Supported directors and VFX supervisors in look development, shoot preparation, editorial, and animation
- Worked within a fast-paced visualization pipeline to solve various creative and technical challenges regarding visual effects

Creative Development Intern, ***Timberman-Beverly Productions*** **……..……September 2024 - February 2025**

- Delivered visual and narrative coverage on international series for U.S. adaptation consideration
- Tracked television trends and sourced IP, developing strong judgment around tone, viability, and audience alignment

Set Production Assistant……August 2024 - November 2024

- Projects: ***I Love LA*** (HBO)***, The Morning Show*** (Media Res Studio)
- Collaborated with production team on set; managed background, cast, and crew; addressed real-time production challenges

Pixar Undergraduate Program, Technical Director Intern, ***Pixar Animation Studios*** **……...……...May 2023 - August 2023**

- Partnered with technical directors to adapt Pixar's animation pipeline for a style-bending short film project
- Led creative problem-solving during development, finding technical solutions for artistic goals and rapidly integrating feedback
- Facilitated discussions between technical directors, artists, and software developers to align creative intent, tooling, and schedule

VFX Editor, Editor, and Director, ***Freelance*** **……..……..……May 2020 - Present**

- Storyboarding, producing, and editing narrative shorts and music videos for corporate and independent clients, blending cinematography, VFX, and music
- Working with creative and marketing teams to engage audiences, generating hundreds of thousands of views on branded content
  - Clients include ***Disney+, Acura, Sundance, Showcase Theaters, Sundance Film Festival, Cinequest Film Festival***
- Built an engaged following by creating short-form content, merging storytelling with polished results featuring VFX

Teaching Assistant, ***Brown University (3D Computer Animation/Intro to Programming)*** **……..August 2021 - December 2022**

- Mentored students in Maya and 3D fundamentals, teaching camera language, layout, and technical problem-solving

PROJECTS/OTHER LEADERSHIP

AI Video Production Pipeline, ***Freelance*** **……...……..March 2026 - Present**

- Creative and technical consultant to editor Dan Lebental on a short film experimenting with AI-driven video
- Developing an AI film pipeline using Seedance, Beeble, Kling motion control, and Blender, optimizing for style and character control

Cinequest Film Festival, ***Innovation and AI Panelist*** **……..March 2026**

- Invited to speak on a panel about how AI tools are reshaping production pipelines and creative workflow in independent film

Short Film Director/Producer, ***Freelance/Brown Motion Pictures*** **……..……October 2022 - Present**

- Singular undergraduate chosen to direct and produce a mixed-media film with the support of the David Dornstein '85 Artist Grant
  - Documentary project combines gaussian splatting, various CG styles, and traditional methods to explore memory
- For scripted shorts and music videos, lead teams of 10-20 people, heading all creative and technical production work

EDUCATION

Brown University……..……..Providence, RI | June 2024
A.B. Cognitive Neuroscience/Modern Culture & Media (Film Practice)

The Film and TV School of the Academy of Performing Arts……..……..……...Prague, Czech Republic | Spring 2023
Semester Abroad - Intensive Courses in 16mm Cinematography, Directing, Writing, Acting, and Editing

SKILLS AND TECHNICAL KNOWLEDGE

SOFTWARE

Visualization & 3D: *Maya, Blender, Unreal Engine, Pixar's Presto*
Post & Editorial: *Premiere Pro, After Effects, Final Cut Pro, DaVinci Resolve*
AI Generation & Pipeline: *Kling, Seedance, ComfyUI, Beeble, Claude Code (generation, compositing, scripting, and motion-retargeting)*

SOFT SKILLS

Clear communicator across departments (directors, artists, producers)
Experience in production environments with senior collaborators
Strong narrative taste across scripted and documentary