

Jonathon Irons

jonathon.irons@gmail.com • Chicago, IL • www.jonathonirons.com • (323) 980-6668

SPECIALIZATION

Creative problem solving for film and television productions. Areas of focus are in post-production and automating digital workflows.

EDUCATION

BFA Film & New Media: University of Nebraska-Lincoln, 2009

National Merit Scholar, University of Nebraska-Lincoln, 2005

Student/Faculty Liaison, 2008-2009

Emphasis on stop-motion animation, sound design, comedy writing, and live projection.

CIEE Study Abroad Filmmaking Program: Film & Television School of the Academy of Performing Arts, Prague, Czech Republic, 2008

Emphasis on cinematography and stop-motion animation.

HONORS AND AWARDS

Emmy Award for Outstanding Pre-School Children's Animated Program,

(Group Award for *Tumble Leaf*), 2015, 2016, 2018

Annie Award for Best Animated TV/Broadcast Production for Preschool Children,

(Group Award for *Tumble Leaf*), 2015, 2016, 2017

National Merit Scholarship, National Merit Scholarship Corporation, 2005

TEACHING EXPERIENCE

Youth Courses:

Computer Science: Nebraska ESU #11 Summer Honors Program, 2011-Current
Yearly high school courses in animation, game design, electronics, virtual reality, cybersecurity, artificial intelligence, and retrocomputing.

Guest Speaker:

"Coding and Creativity: Using Science and Mathematics in Film and Television":

Virginia Wesleyan University, 2017

Lecture on animation, photogrammetry, and color science

WORK EXPERIENCE

Technical Director - Bix Pix Entertainment (2013-2020):

Built a custom production management software for a stop-motion animation studio using JavaScript and Python. The software was used through a web-interface by all departments as a daily means of tracking and updating information on thousands of shots across multiple stages. Created automation scripts in Bash and Python to facilitate the camera-to-VFX pipeline.

Used Adobe software including Premiere and After Effects to assist with editing, visual effects, and color management. Performed troubleshooting for Dragonframe animation software and general issues across a mixed Windows, Mac, and Linux computer environment. Oversaw render farm usage, and was responsible for researching and selecting a studio-wide storage server solution. Assisted camera department with motion control systems and 3D scans of scale models.

Co-Founder - Redline VR (2018-2019):

Co-founder of Chicago's first virtual reality entertainment bar. Responsible for navigating the permitting and business licensing process through City Hall, registering and accounting for city, state, and federal taxes, and creating a viable business plan to secure financing. Created and executed purchase orders for all computer hardware and specialized virtual reality equipment, manually assembled and maintained software and networking hardware for all company computers. Created a custom mirrored short-throw projector setup for an immersive audience environment.

FILM & TELEVISION: INDUSTRY EMPLOYMENT

Remote Programmer, Bix Pix Entertainment: Chicago, IL: 2018-2020

Technical Director, Bix Pix Entertainment: Sun Valley, CA: 2016-2017

Assistant Technical Director, Bix Pix Entertainment: Sun Valley, CA: 2015-2016

Post-Production Coordinator, Bix Pix Entertainment: Sun Valley, CA: 2013-2015

Visual Effects Artist, Polymorph Productions: Santa Monica, CA: 2012

Editor/Post-Production Coordinator, MirageQuest Media: Hollywood, CA: 2010-2013

Web Designer, Self-Employed: Los Angeles, CA: 2010-2017

Sound Mixer, Freelance: Lincoln, NE and Los Angeles, CA 2009-2014

Production Assistant, Freelance: Lincoln, NE and Los Angeles, CA 2009-2014