

# Jonathon Irons

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## SPECIALIZATION

Creative computer/technical problem solving for the entertainment industry. Areas of focus are in automating computer data tasks, managing computer networks, and providing quality assurance for data delivery.

## 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**

### **Redline VR:**

Co-founder of Chicago's first virtual reality entertainment bar. Responsible for navigating 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.

### **Bix Pix Entertainment:**

Used React.js, Meteor, and Javascript to build a custom production management software suite for a stop-motion animation studio. 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. Multiple external APIs were polled and manipulated by the software using Python scripts.

Created dozens of automation scripts in Python, PHP/XML, Bash, and AppleScript in order to increase efficiency of project management, render farm usage, and Isilon storage server maintenance.

### **Summer Honors Program:**

Taught high school courses in various special topics requiring the use of Unity, C++, Python, Bash, Linux, AWS Lambda, and 6502 Assembly Language

## **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

## **COMMITTEES AND PANELS SERVED**

President, Governing Board, Red Theater Chicago (nonprofit)

Student-Faculty Liaison, Department of Theatre & Film, University of Nebraska-Lincoln

Panel Judge, 72-Hour Film Festival, University of Nebraska-Lincoln