

JASON ROBERT SPENCER

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Summary

Proven success in creating dynamic learning environments, mentoring diverse student cohorts, and actively contributing to professional and university service. Expertise extends to cutting-edge technologies, including virtual reality, augmented reality, and artificial intelligence, with practical applications in virtual film production and telepresence within the aerospace sector. Committed to academic excellence complemented by a rich background in research, including a conference paper presentation alongside a NASA astronaut. Known for executing two extended reality projects, demonstrating a hands-on approach to integrating theory and practice. Proficient in utilizing Unity and Unreal Engine for visualizations, virtual production backgrounds, metahuman creation, animation, and audio-voice sync. Demonstrated success in teaching and mentoring students from diverse backgrounds, contributing to professional and university service, and engaging stakeholders in the university and the community. Ability to mentor and guide students in their academic and professional growth.

CORE PROFICIENCIES

Film Production | Media Production | Cinematography | Film Editing | Screenwriting | Directing | Digital Filmmaking | Visual Storytelling | Audio Production | Film Analysis | Media Studies | Broadcast Journalism | Multimedia Production | Production Design | Post-Production | Film Theory | Documentary Filmmaking | Scriptwriting | Film History | Interactive Media | Programming for Game Engines and AR VR & XR | Virtual Film Production | Extend Reality App Development (VR &AR) | Aerospace Research and Simulations Using Unreal Engine | - Production Editing | Virtual Film Creation | Creative Direction | Project Coordination | Storyboarding and Scripting | Cinematography | Sound Design and Editing | Visual Effects (VFX) | Digital Media Integration | Team Collaboration | Client Communication | Quality Control | Innovation Integration | Research and Narrative Development | Curriculum Design | Instruction and Mentorship | Strategic Reframing | Technology Integration | Virtual Production Leadership | Augmented Reality App Design (Android) (iPhone) (SnapChat) | University-Level Teaching | Curriculum Development | Film Shooting (16mm, Super 16mm) | Bolex Camera Operation | Arri-S Camera Operation | Aaton Camera Operation | Film Editing (16mm) | Moviola Editing | Steenbeck Editing | Video Shooting (4K to Analog) | Electronic News Gathering | Documentary Film Shooting (16mm) | Studio Camera Operation | Lighting for Film and Video | Sound Equipment for Interviews and Fiction Film | Fundraising for Independent Films

TEACHING EXPERIENCE

Adjunct Instructor, School of Architecture | Prairie View A&M University, Prairie View, TX

2020 to Present

Effectively deliver courses in Digital Multimedia Applications and Fundamentals of Interactive Media, specializing in AI, Adobe Premiere, After Effects, Illustrator, Photoshop, and Unity. Revamp and update the Digital Multimedia Applications course, infusing it with contemporary elements such as Artificial Intelligence, personal branding, and portfolio development. Implement strategies that significantly increase the number of students securing internships between their freshman and sophomore years and beyond, emphasizing practical application of course concepts. Restructure the course to emphasize using digital software for students to create/enhance their personal brand, fostering a strong online presence.

- Rewrote and updated the Digital Multimedia Applications course, ensuring alignment with industry trends and demands.
- Led initiatives resulting in a notable rise in students obtaining internships during the crucial early years of their academic journey.
- Employed a refocused approach to leverage digital software for personal branding, empowering students to build compelling online profiles.

Instructor of Record, Department of Visualization | Texas A&M University, College Station, TX

2019 to 2020

Conducted lectures, discussions, and practical sessions in alignment with the curriculum of the Department of Visualization. Evaluated student performance through assignments, exams, and projects, providing constructive feedback to facilitate learning and improvement. Collaborated with departmental colleagues to enhance and develop course content, ensuring it meets academic standards and industry relevance. Provided guidance and mentorship to students, assisting in their academic and professional growth within visualization. Engaged in departmental

activities, such as attending meetings, participating in committees, and contributing to the overall academic environment at Texas A&M University.

- Distinguished myself as an educator by delivering targeted lectures on various design disciplines, including design principles, infographics, and advanced skills in motion graphics through industry-standard tools such as After Effects and Maxon Cinema 4D.
- Exhibited a commitment to fostering knowledge and expertise in the field of design through engaging and informative instructional sessions.

Instructor, Digital Filmmaking and Video Production | Art Institute of Houston, Houston, TX

2012 to 2020

Conducted lectures and hands-on sessions for courses in Digital Film Production and Media Arts. Developed and implemented curriculum for various levels of digital film and video production courses. Provided guidance and mentorship to students, fostering a creative and collaborative learning environment. Designed and executed practical exercises and projects to enhance students' skills in video production, editing, and motion graphics. Led workshops on advanced broadcast graphics, compression techniques, and DVD authoring. Managed the Production Studio, ensuring all equipment and resources were available. Facilitated discussions on digital visual composition, interactive visual design, and media production techniques. Integrated industry trends and advancements into the curriculum to keep students abreast of the latest technologies. Coordinated with other faculty members to align course content with departmental objectives.

- Collaborated with the supervisor and DFVP department faculty to standardize curriculum and production workflow.
- Successfully incorporated Adobe's new production Creative Cloud 2014 into a unified workflow for students across all classes.
- Partnered with Focal Press to review and evaluate textbooks for motion graphics and editing curriculum.
- Contributed to updating textbooks to ensure relevance and alignment with current industry standards in syllabuses.
- Developed a white paper outlining an initiative to create a student content-powered web station.
- Increased student curriculum competencies across major disciplines, supported recruitment initiatives, and enhanced regional branding and awareness of the institution.
- Collaborated with Paula Cusati, Hootsuite Higher Education Manager, to provide free HootSuite University training and education to faculty and students.
- Integrated HootSuite training into the Interactive Visual Design program, enhancing students' social media management skills.
- Designed and taught the Project Management for Gaming course.
- Organized a virtual guest speaker tour, featuring industry experts such as Robert Leeburg, David Wolper Documentary Line-Producer, and Doug Lombardi, Vice President of Valve Software.
- Collaborated with Admissions to speak and teach at recruitment events.
- Played an active role in promoting the institution to potential students, contributing to successful recruitment efforts.

PROFESSIONAL EXPERIENCE

Film Fellow, Juneteenth Legacy Project, School of Architecture | Texas A&M University, College Station, TX

2021 to Present

Contribute to the production of films related to the Juneteenth Legacy Project, participating in various aspects such as filming, editing, and post-production. Work collaboratively with the School of Architecture team and other stakeholders to align film content with the broader goals and themes of the Juneteenth Legacy Project. Engage in research to uncover historical narratives and stories related to Juneteenth, translating this information into compelling visual narratives. Utilize film-making expertise and technical skills to ensure the highest quality of visual/audio elements in the produced films. Provide creative input into the film-making process, contributing ideas/perspectives that enhance the storytelling and visual impact of the films.

Produced the Juneteenth Extended Reality Exhibition Vision and Voices of Emancipation on Juneteenth, 2023 | [Demo](#)

- As the producer, spearheaded the conceptualization and execution of the Juneteenth Extended Reality Exhibition, titled "Vision and Voices of Emancipation," held simultaneously at the Nia Cultural Center in Galveston, Texas, and the Texas Institute for the Preservation of History and Culture at Prairie View A&M University.
- The exhibition aimed to create awareness for the establishment of an official international Juneteenth Museum at the historical site.

Matthew Gaines Statue XR app for Juneteenth, 2022 year | [Demo](#)

- Led the successful development of an Augmented Reality (AR) Android Demo application, specifically designed for Juneteenth 2022, allowing users to interact with the Matthew Gaines statue in a near 365-degree space to trigger immersive videos.

- The application utilizes the reference low-poly version of the statue, seamlessly launching a short video when triggered.
- The base of the statue features four informational plaques, each acting as a model target that initiates distinct videos detailing different aspects of Matthew Gaines’ life and contributions to Texas A&M.

Producer | Stream57, New York, NY

2010 to 2011

Oversaw the production of various multimedia content, ensuring high-quality and engaging outputs. Coordinated and managed the logistics of multimedia projects from conception to completion, ensuring deadlines are met. Worked closely with a team of creative professionals, including writers, directors, and technical staff, to achieve project objectives. Communicated with clients to understand their requirements, provide updates on project progress, and address concerns or feedback. Implemented quality control measures to guarantee that the produced content meets the desired standards and aligns with client expectations. Stayed informed about the latest multimedia production technologies/techniques, integrating innovative approaches into projects. Provided creative direction and input into the development of multimedia content, contributing to the vision and impact of the produced materials.

Additional Experience:

- Assistant Editor, Cathy Griffin: My Life on the D-List, Picture This Television, New York, NY
- Digital Video Encoding Engineering, MTV Networks/Logo, New York, NY
- Assistant Editor, A Current Affair, Fox News, New York, NY
- Assistant Development Director, Eden II Schools, Staten Island, NY
- Associate Producer, Network News Service (ABC, CBS, and Fox News), New York, NY
- Editor, Brooklyn Review, BCAT, TV, Brooklyn, NY
- Software Developer, M2 Communications, Jersey City, NJ
- Web Producer, Cable Television Advertising Bureau, New York, NY
- Post-Production Supervisor, Video Fashion, Model TV, E! Entertainment, New York, NY
- Assistant Editor, Celebrate the Century, Robert Guenette Productions (David Wolper) | Warner Bros. Los Angeles, CA
- Producer/Editor, Thomas Battle Story, Paper Tiger TV, WNET. KNLC 24, PBS, New York, NY
- Production Assistant, Jazz, Frank Lloyd Wright, Florentine Films (Ken Burns), PBS | New York, NY
- Assistant Editor, Family Name, Opelika Pictures, New York, NY
- Research Assistant, America’s War on Poverty, Blackside Productions (Henry Hampton), PBS | Boston, M

EDUCATION & CREDENTIALS

Ph.D. Candidate , Architecture (Visualization), Fall 2024 | Texas A&M University, College Station, TX
Dissertation on Future Forward impact of Artificial Intelligence & Extended Reality (AR, VR) in the Teaching of Virtual Film Production.

M.A. Film and Television | New York University, New York, NY

B.S. Journalism (Broadcast) | B.A. English | Graduated Magna cum Laude | Boston University, Boston, MA

Human Research (Curriculum Group) Group 2. Social and Behavioral Research Investigators and Ky Personnel (Course Learner Group) 1 - IRB Social Basic Course - CITI Program 51023390

Hootsuite Certified Professional – Hootsuite

AVID Color Correction with AVID Media Composer, Adrenaline, #239 | AVID - Creating Graphics and Mattes for AVID, #210 | AVID - Introduction to AVID Media Composer Effects, #110 - Future Media Concepts, New York, NY AVID - Editing with Avid Media Composer #101 - Moviola Education Center, New York, NY

AWARDS, GRANTS, & FELLOWSHIPS

Film Fellowship, The Juneteenth Legacy Project, Texas A&M University School of Architecture

West Side Cultural Center of New York, New York City

Norman Lear Family Foundation

Puffin Foundation Fellowship

Missouri Capital Punishment Resource Center (now the Public Interest Litigation Clinic)

ARCHITECTURE & DESIGN COURSES TAUGHT

Multimedia Applications | Fundamentals of Interactive Media | Prairie View A&M University | 2020-Present Visual
Studies Studio | Texas A&M University | 2019-2020

FILM, VIDEO, & MOTION GRAPHICS COURSES TAUGHT

The Art Institute of Houston - 2012-2019

Fundamentals of Video Production | Fundamentals of Screenwriting | Electronic Field Production | Short Media Production | Media Production Workshop | Maps, Mattes and Masks | Desktop Video | Interactive Visual Design | Interactive Motion Graphics | Media Delivery Systems and Distribution | Fundamentals of Editing | Intermediate Editing | Advanced Editing | Compression | Special Topics in VEMG | Motion Graphics I | Motion Graphics II | Senior Project Preparation | Digital Video Composition | Project Management for Game Art and Design | Intermediate Video Production | Studio Production | Audio Postproduction | DVD Authoring | Introduction to Visual Effects | Camera Techniques | Editing Techniques | Special Topics in VEMG | Documentary Film Production | Advanced Broadcast Graphics

TECHNICAL SKILLS

Programming: JavaScript | Ruby | Java | HTML | C# | Perl | CSS | C++ | PHP | Python | SQL

Software: AVID Media Composer | AVID Newscutter | AVID Pro Tools | Adobe After Effects | Adobe Animate | Adobe Audition | Adobe Character Animator | Adobe Dreamweaver | Adobe Illustrator | Adobe Photoshop | Adobe Media Encoder | Adobe Premiere Pro | Anystream Agility | Apple Final Cut Pro | Apple Logic Pro | Apple Motion | Apple Compressor | Audacity | BM Davinci Resolve Studio | BM Fusion Studio | Blender | Element 3D | Final Draft | Lens Studio | Maxon Cinema 4D | Maxon Red Giant VFX | Microsoft Visual Studio | Movie Magic Budgeting and Scheduling | Unity | Unreal Engine | WordPress | Xcode

PUBLICATION

Predictive XR Telepresence for Robotic Operations in Space, McHenry, N., Spencer, J., Zhong, P., Cox, J., Amiscaray, M., Wong, K. C., & Chamitoff, G. (2021, March).

- Predictive XR telepresence for robotic operations in space. In 2021 IEEE Aerospace Conference (50100) (pp. 1-10). IEEE. <https://ieeexplore.ieee.org/abstract/document/9438161>

AFFILIATIONS

Research Lab Affiliations 2021-Present Juneteenth Legacy Project, School of Architecture, Texas A&M University (Gregory Luhan) 2020-

Present Astro Center, Texas A&M, University (NASA astronaut Gregory Chamitoff)

2019-2022 TEILab Texas A&M University (Francis Quek)

ACM SIGGRAPH

Society of Motion Picture and Television Engineers

Institute of Electrical and Electronics Engineers