

barry e. jackson

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experience 1991 – 2008

2007 – 2008 RAINMAKER ENTERTAINMENT: *Escape from Planet Earth*
Production Designer/ Character Designer of the digital feature film.

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 BONK FILMS: *Los Gringos*
Production Designed a digital animated short.

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 published children's book.

education

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

teaching

1985-1987 Art Center College of Design

guest speaker

Art Center College of Design, The National Illustrator's Conference

tools

Photoshop, After Effects, Maya novice,