RICHARD JONES

EDUCATOR IN VISUAL EFFECTS

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VISUAL EFFECTS SHOWREEL

PROFILE SUMMARY

I love to build environments where people can learn, develop, collaborate and excel. For 20 years, I have balanced professional work for VFX studios, along with leading curriculum design for higher education. The resulting students are inspired by, and intrinsically connected with current industry developments in VFX. The success of this balance is demonstrable in the number of my graduates enjoying successful careers in world leading studios, such as DNEG, Framestore, and ILM.

EMPLOYMENT HISTORY

Technical Director

September, 22 - October 23,

Screenclay FX

- Developed training materials for junior artists and for externally facing educational courses.
- Supervisory responsibility for new junior artists, many of whom were my graduates.
- Technical Director on FX and pipeline for several productions including BBC/Disney's Dr Who and Netflix's Half Bad.
- Setup and integration of Shotgrid for production, feedback and pipeline.

Associate Teaching Professor

November, 18 - September, 22

University of Bolton - BSc Visual Effects and Animation

- Designed, wrote and led degree and master's level content for VFX and corresponding courses across the Centre of Film Effects.
- Organised lecturer teaching observations across multiple schools within the university. Provided support, guidance and feedback as part of staff development and quality enhancement.
- Integrated professional VFX studios into the curriculum, through industry briefs built into the
 course structure. Participating studios included Oscar winners DNEG and Framestore, as well
 as Union VFX, Realtime UK and Screenclay FX. As a result of these projects, all of these studios
 consistently employ my graduates.
- Programmed a series of software tools to enhance collaborative marking and consistency of feedback through online spreadsheets.

External Examiner - Visual Effects

May, 16 - July, 19

Confetti Institute - Nottingham Trent University

- Moderated quality and assessment processes for the VFX courses.
- Modernised the course by recommending industry standard software packages., such as Nuke ZBrush and Houdini.

Senior Lecturer / Programme Leader

May, 09 - November, 18

2022

University of Bolton - BSc Visual Effects and Animation

- Led a team of lecturers ensuring consistent development of the VFX degree pathway, as well as structuring digital content for other Film Effects courses..
- Completed 3 revalidations of the degree, maintaining the alignment of educational content with the fast paced VFX industry practice. This involved hosting industry panels, where feedback from multiple VFX studios was distilled and deployed into the course structure.

EXTERNAL INDUSTRY ENGAGEMENT

FX Technical Director FX Technical Director FX Technical Director Technical Director Digital Character Artist Character Technical Director Senior Rigging Artist	Dr Who Red, White and Royal Blue Half Bad The Burning Girls Intergalactic The Titan Revolt	Disney/BBC - 2023 Prime Video - 2023 Netflix - 2023 Paramount - 2023 Sky Atlantic - 2019 Netflix - 2018 Prime Video - 2016
	Intergalactic	Sky Atlantic - 2019
Character Technical Director	The Titan	Netflix - 2018
Senior Rigging Artist	Revolt	Prime Video - 2016
Lead Look Dev Artist	The Other Side of the Door	20th Century Fox - 2016
Senior Rigging Artist	Outside the Wire	Netflix - 2015
Texturing Supervisor	Monsters: Dark Continent	Vertigo Films - 2015

EDUCATION

Postgraduate Certificate in Teaching and Learning in Higher Education / FHEA	2012
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University of Bolton

MSc Computer Animation [Distinction] 2003 – 2004

University of Bournemouth - NCCA

BSc Mathematics [2:1] 1999 - 2002

University of Nottingham

A - Levels 1992 - 1997

Dr Challonar's Grammar School

Mathematics, Physics, Chemistry and Art [All Grade A]

PROFESSIONAL EDUCATIONAL ACHIEVEMENTS

Industry Experts and Educators Panellist Member

Screen Skills

Side FX Accreditation - BSc Visual Effects and Animation 2020 - Current

University of Bolton

Screen Skills Select Accreditation - BSc Visual Effects and Animation 2018 - Current

University of Bolton

3D World - CG Awards Judge 2015

3D World

SOFTWARE AND SKILLS

Maya Python Arnold Mari Github Houdini Shotgrid Photoshop ZBrush PFTrack

HOBBIES

- Experience dancing and teaching classes of Argentinean Tango
- Instructing Brazilian ju-jitsu and mixed martial arts
- Rock Climbing
- 3D Printing and animatronics to realise practical film effects
- Learning Spanish