

JESS MCNEME

SUMMARY:

Organized, creative, and detail-oriented producer with five years of experience in the animation/VFX industries. Passionate problem-solver and team leader with a track record of keeping projects in-scope and on-time.

PROFESSIONAL EXPERIENCE:

ROOSTER TEETH

ASSOCIATE POST PRODUCER FOR ANIMATION

OCT 2023 - DEC 2023

For *Red Vs Blue: Restoration*, *Camp Camp*, and *DEATH BATTLE!*

- Three month contract to archive, update production tracking, and centralize information. Created a new studio wiki and multiple standard operating procedures for three show's post production practices. Developed a new Airtable-based system to consolidate updates on pipeline milestones for active and developing projects, and trained employees on the new system using a visual walkthrough. Assisted audio team, acting as script supervisor during recording sessions.

POWERHOUSE ANIMATION

PRODUCTION COORDINATOR

SEPT 2019 - OCT 2023

For *Masters of the Universe: Revolution*, *Tomb Raider*

- Managed training and task assignment for one production assistant, and aided in the hiring process for the show's artists. Was responsible for inter-departmental communication; frequently adjusted schedules and communicated with department supervisors, overseeing a team of 20-30 artists. Drove internal and client meetings; handled emails to client and outsourcing partners. Created and maintained an internal show wiki, covering all pipeline departments. Exported, evaluated, and debugged pre-layouts from Storyboard Pro. Organized and reviewed all asset deliveries before ship and handled final export uploads via Aspera to the client. Took over duties of Production Manager when needed, for up to two weeks.

PRODUCTION ASSISTANT

For *Masters of the Universe: Revelation*, *Skull Island* (2019-2021)

- Managed an extremely large volume of files; creating asset lists, managing production trackers, cutting audio assets, and performing regular quality assurance passes. Set up daily/weekly meetings, took notes, and managed presentations for both internal and client calls. Consistently used scripting in After Effects and handled minor troubleshooting needs. Handled onboarding of new artists, managed purchase requests and license tracking, and transitioned an entire production team from an in-office pipeline to work-from-home.
 - Co-author of *The Art of Masters of the Universe: Revelation*

TROUBLEMAKER STUDIOS

VFX PRODUCTION ASSISTANT

AUG 2019 - SEPT 2019

For *We Can Be Heroes*

- Worked in a high-pressure environment; handled witness cameras, HDRIs, and reference photos during principal photography and additional VFX shooting. Managed large-scale asset organization and batch naming processes, uploading tens of thousands of files daily to a proprietary database.

BLUE SKY STUDIOS

PRODUCTION MANAGEMENT INTERN

JUNE 2019 - AUG 2019

For *Spies in Disguise*, *Nimona*, and various unreleased development projects

- Shadowed Production Assistants, Coordinators, APMs, and Supervisors for multiple departments. Oversaw the pipeline for multiple feature-length films as well as shorts. Created meetings, managed schedules, took notes, updated Shotgrid pages, drove meetings using RVSDI, and updated Confluence pages.

EDUCATION:

TEXAS A&M UNIVERSITY - MAY 2019

Bachelors of Science in Visualization

Minor in Psychology, *magna cum laude*

LANCASTER UNIVERSITY, U.K. - FALL 2017

Reciprocal Exchange Program Scholarship

VOLUNTEER:

PRIDE @ PHA EMPLOYEE RESOURCE GROUP

JULY 2022 - OCT 2023

Co-founder and Leader

- Created agendas for and led bi-weekly meetings, focusing on current LGBTQ+ issues and employee outreach. Designed the group's logo and helped create merchandise.
- Hosted Powerhouse's Pride Month activities, including writing and performing weekly mini-lectures on LGBTQ+ artists.
- Organized Powerhouse's first-ever involvement in the Austin Pride Parade.

TAMU ACM SIGGRAPH

AUG 2015 - MAY 2019

Served as President, Vice President, Treasurer, & Member Development Officer

- Managed budget, organized studio tours and demonstrations, and held biweekly events.
- Oversaw initial creation & execution of major student-run event "GigaJam" in 2017, 2019. Secured sponsorships and departmental funding for the event, arranged volunteer schedules, and organized a panel of industry judges.

SKILLS:

Adobe Photoshop

Adobe After Effects

Adobe Premiere

Adobe Audition

Airtable

Aspera

Clip Studio Paint

Confluence

Final Draft

Frame.io

Google Suite

JIRA

Microsoft Office

RV/RVSDI

ShotGrid

ToonBoom Storyboard Pro

ToonBoom Harmony

ZOOM