

Jared Kuvent

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San Diego, CA, USA

WORK EXPERIENCE

University of Melbourne, Melbourne, Australia

Community Technologist, Feb 2017 - Sep 2022

- Led the 'Discovery' project, integrating technology with indigenous cultural practices for knowledge sharing and preservation.

Footscray Community Arts Center, Footscray, Australia

Teaching Artist, Jan 2017 - Oct 2018

- Created inclusive multimedia programs focusing on technology and creativity for individuals with disabilities.

Nickelodeon Animation Studio, Burbank, CA

Digital Operations Engineer, Jun 2011 - Jul 2015

- Developed and managed key projects including the studio's first Digital Archive, enhancing asset management and creative workflows.
- Collaborated with R&D to create custom-coded artist tools, integrating seamlessly with Maya and other production software.

Coordinator of Digital Production, Jun 2009 - Jun 2011

- Led the digital transition, streamlining production processes and implementing innovative digital tools across departments.

Assistant CG Animator, Nov 2008 - Jun 2009

- Assisted in CG animation, compositing, and developed interactive presentations for major studio projects.

Post CG Production Assistant, Nov 2007 - Nov 2008

- Played a key role in the post-production pipeline, supporting a wide array of digital services including CG effects and animation.

SIGGRAPH, Los Angeles, CA

Animation Festival Committee, Nov 2006 - Aug 2009

- Participated in curating a retrospective of significant, historic CG works, providing technical and creative insight into works past.

EDUCATION

University of Melbourne, Melbourne, Australia

Masters of Arts and Community Practice (First Class Honors)

Feb 2016 - Sep 2017

- Focus in community arts, technology, human-computer interaction, disability and indigenous cultures.

University of Advancing Technology, Phoenix, Arizona

Bachelors of Arts in Multimedia

Feb 2004 - Jul 2007

- Focus in video production, digital arts, post-production, game design, workflow, project management and emerging technologies.

Creative Technologist bridging technology and human artistry to foster inclusive and innovative environments.

SKILLS

Technical Skills

- 3D Modeling & Rendering
- Interactive Software Development
- Workflow Systems Optimization
- AI-Driven Design
- Visual Effects Engineering

Leadership & Community

- Creative Team Leadership
- Community Technology Advocacy
- Inclusive Program Development

Communication & Collaboration

- User-Centric Communication
- Collaborative Project Management
- Feedback Integration

AI and Creativity Integration

- Generative AI Utilization
- AI Tools Training and Support

ACCOMPLISHMENTS

- Developed Nickelodeon's Digital Archive, revolutionizing asset management.
- Spearheaded the 'Discovery' app, deployed internationally, enhancing cultural sharing of knowledge.
- Initiated 'Let's Draw' program, fostering creativity in K-5 students.

INTERESTS



Emerging
Technologies



Artificial
Intelligence



Digital
Workflow



Tech-Enabled
Artistry



Inclusive
Design



Collaborative
Technologies