



# Jared Kuvent

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San Diego, CA, USA

## WORK EXPERIENCE

**Hartmann Studios**, Atlanta, GA

**Post-Production Supervisor**, Dec 2023 - May 2024

- Managed 3 editors and 1 graphic artist, spearheading post-production for a press-facing Home Depot event, producing 7 unique videos.

**University of Melbourne**, Melbourne, Australia

**Community Technologist**, Feb 2017 - Sep 2022

- Led the 'Discovery' project, integrating technology with indigenous cultural practices. Deployed in 4 countries.

**Footscray Community Arts Center**, Footscray, Australia

**Teaching Artist**, Jan 2017 - Oct 2018

- Created inclusive multimedia classes for adult artists with intellectual disabilities, creating an annual arts publication around Melbourne.

**Nickelodeon Animation Studio**, Burbank, CA

**Digital Operations Engineer**, Jun 2011 - Jul 2015

- Developed and managed creative workflows and systems for over 500 employees, utilizing creative software, database systems and scripts.

**Coordinator of Digital Production**, Jun 2009 - Jun 2011

- Created the Studio's first Digital Archive cataloging shows current and past. Co-founded the Digital Operations Department.

**Assistant CG Animator**, Nov 2008 - Jun 2009

- Assisted in CG animation, compositing, and effects for over 10 unique shows, from CG to traditional and Flash.

**Post CG Production Assistant**, Nov 2007 - Nov 2008

- Managed the department's workflow, curated notes from Director reviews to pass to artists. Created the department's first production tracking app.

**SIGGRAPH**, Los Angeles, CA

**Animation Festival Committee**, Nov 2006 - Aug 2009

- Participated in curating a retrospective of over 20 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

Creative Technologist with expertise in multimedia, digital production, and community engagement. Passionate about blending innovation with creativity to deliver impactful solutions.

## SKILLS

### Technical Skills

- AI Art Generation
- Video Editing & Post-Production
- 3D Design & Animation
- Digital Asset Management Systems
- Workflow Optimization & Automation
- Web Development & Multimedia Integration

### Leadership & Community

- Visual Storytelling & Concept Development
- Photography & Cinematography
- Generative Art & Experimental Media
- Digital Illustration & Design
- Interactive Media & Immersive Experiences

### Communication & Collaboration

- Cross-Functional Team Leadership
- Creative Direction & Mentorship
- Project Management & Scheduling
- Stakeholder Engagement & Client Relations
- Collaborative Content Creation

## ACCOMPLISHMENTS

- Co-founded Nickelodeon's Digital Operations department, streamlining workflows for 500+ users.
- Directed 'Discovery' project, creating a digital archive used in 4 countries.
- Developed the first Art Life Coloring Book, showcasing artists with disabilities.
- Led post-production for a press event for Home Depot, managing a team of 5.
- Curated a 30-year retrospective of CG works for SIGGRAPH's Computer Animation Festival.