

Jeremy Brown

Instructor, University of Colorado Denver

1250 14th Street, Suite 800, Denver CO 80202

Jeremy.d.brown@ucdenver.edu | <http://www.therealjdb.com>

Education

University of Colorado Denver	Denver, CO
Master of Humanities, concentration in Visual Studies	Expected, 2024
Hampshire College	Amherst, MA
Bachelor of Arts, concentration in Computer Graphics	2008

Professional and Teaching Experience

University of Colorado Denver	Denver, CO
Instructor, Digital Animation Center, Visual Arts Department	2017 – Present
Digital Animation Academic Director, LYNX National Arts & Media Camps	2018 – Present
Zero VFX	Boston, MA
Lead Compositor	2015 – 2017
Compositor	2010 – 2015
FXPhd	fxphd.com
Online Instructor	2011 – 2012
Accomplice Edit	Boston, MA
VFX Artist	2010 – 2011
Brickyard Filmworks	Boston, MA
CG Artist/Rotoscope Artist	2008 – 2009

Filmography

"Grapefruit" (Short)	2020
Compositor	
"Pleiades" (Short)	2019
Director/Artist	
"Falling" (Short)	2018
Lead Compositor	
"Bamboo" (Short)	2018
Faculty Director	
"Geostorm"	2017
Compositor	
"Sandy Wexler"	2017
Lead Compositor	
"Patriots Day"	2016
Lead Compositor	
"True Memoirs of an International Assassin"	2016
Lead Compositor	
"The Magnificent Seven"	2016
Lead Compositor	
"The Do-Over"	2016
Lead Compositor	
"The Ridiculous 6"	2015
Lead Compositor	
"Black Mass"	2015
Compositor	

“Hardcore Henry”	2015
Lead Composer	
“Southpaw”	2015
Lead Composer	
“Paul Blart: Mall Cop 2”	2015
Lead Composer	
“Unfinished Business”	2015
Lead Composer	
“The Equalizer”	2014
Composer	
“Sex Tape”	2014
Composer	
“American Hustle”	2013
Composer	
“The Way Way Back”	2013
Composer	
“Here Comes the Boom”	2012
Composer	
“Project X”	2012
Composer	
“Remember Your Death” (Short)	2011
Composer	
“Zookeeper”	2011
Rotoscope Artist/Composer	
“Surrogates”	2009
CG Artist	
“The Proposal”	2009
Rotoscope Artist	
“The Incident at Tower 37” (Short)	2009
Student Technical Director	

Professional Organizations

Visual Effects Society

May 2015 – Present

Member in good standing

Courses Taught

University of Colorado Denver, Department of Visual Arts

Denver, CO

FINE 1810: 3D Foundations
 DACD 3810: Environment Production
 DACD 2830: Lighting and Rendering
 FINE 3340: Live-action Compositing
 DACD 4810: Production I
 DACD 4820: Production II
 DACD 2820: Surfacing and Lighting I
 DACD 2830: Surfacing and Lighting II
 DACD 2820: Texturing and Shading

University of Colorado Denver, LYNX Camp

Denver, CO

Digital Animation
 Motion Graphics

FXPhd

Fxphd.com

NUK216: Nuke and Maya: Joan of Arc Project
 NUK214: Nuke and the VFX Pipeline

Service/Mentorship

IRC Instructor Promotion Line Update	Fall 2021
Made substantive contributions to the IRC Instructor Promotion Line Update Proposal put forward by the Visual Arts Department	
DAC Workstation Reservation System	Spring 2020
Co-developed remote workstation reservation system for student use during COVID-19 remote learning.	
DAC Curriculum Update	Spring 2020 – Fall 2021
Successfully led initiative to revise the BFA requirements and curriculum for the Digital Animation Center at CU Denver.	
DAC C/T Faculty Search Committee	Fall 2019 – Spring 2020
Served on search committee for a Clinical Track faculty member.	
DAC Lab Monitor Search	Fall 2020
Served on hiring committee to fill two student lab monitor positions.	
Faculty Merit Review Process Update	Fall 2019 – Fall 2020
Made substantive recommendations to Department of Visual Arts Faculty to update and revise the Faculty Merit Review Process.	
DAC Scholarship Review Committee	Spring 2018 – Present
Evaluated applications for the Digital Animation Center scholarship.	
DAC Portfolio Review Coordinator	Spring 2017 – Present
Organize, collect, process, and participate in the review of program application material. I am provided a stipend for this activity.	
Grindstone Faculty Advisor	2017 – 2018
Mentored a Computer Science BS Thesis Project to develop and maintain a set of 3D production tools.	

Awards/Honors

CU Denver Interdisciplinary Essay Contest (Graduate)	Fall 2021
---	-----------