

# Daniel Jackson

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## Education

MFA in Video for Performance, 2015  
California Institute of the Arts  
Supplemental concentration in Integrated Media

BA (Honors) in Drama, 2005  
Stanford University  
Thesis Advisor: Ehren Fordyce

Sidney Kahn Summer Institute, 2002  
The Kitchen, New York, NY

## Professional Experience

### Production Associate - Electronic Countermeasures LLC (2016 - 2018)

Worked with a team of three to design and produce content for concerts and live events, including tour visuals for The 1975, London Grammar, The Foo Fighters, Beck, and others.

### Video and Lighting Supervisor - Andrew Schneider (2016 - 2018)

Toured with Andrew Schneider's *YOUARENOWHERE* as the video and lighting supervisor nationally and internationally.

### Technical Associate - The Wooster Group (2009 - 2012)

Video and set technician and performer during the development and touring of *Vieux Carre*, the touring of *Hamlet* and *North Atlantic*, and the development of *The Early Plays* and *Cry, Trojans!* Additionally, taught in The Wooster Group's MS 131 after school education program, focused on bringing media production skills to underserved middle school students.

### Education/Artistic Associate - Jump-Start Performance Co. (2006 - 2009)

As a recipient of Theater Communications Group's New Generations: Future Leaders grant, worked closely with Steve Bailey, S.T. Shimi and others on production and in administrative roles, including assistant directing 15 main-stage productions. Additionally, managed Jump-Start's extensive arts education programs including five public school sites and multiple community-based programs for special populations.

## Video Technician

*Abacus* Lars Jan/Early Morning Opera, Touring 2014-2016

## Production Manager

*WOW + FLUTTER* Andrew Schneider The Chocolate Factory New York, NY 2010

## **Production Assistant**

*Songs of the Dragons Flying to Heaven* Young Jean Lee New York, NY 2005

*Radiohole is Still My Name* Radiohole New York, NY 2004

## **Exhibitions/Screenings**

Group Exhibition *CAM Perennial*, Various Locations, San Antonio, TX 2021

Group Exhibition *Imaginary REAL*, Automata, Los Angeles, CA 2017

Solo Exhibition *MFA Thesis Exhibition: Franconia Surprise* California Institute of the Arts 2015

Group Exhibition *The Dome Show* California Institute of the Arts/Vortex Dome Los Angeles, CA 2015

Group Exhibition *Digital Arts Expo* California Institute of the Arts 2014

Solo Exhibition *Publicly Available Knowledge* Jump-Start Performance Co. 2006

## **Directing**

*QUARTET* Stanford University 2023

*Ghost Trio* Beckett and the Virtual (Online) 2021

*Basement Complex: Suite 102* Jump-Start Performance Co. 2018

*Basement Complex: Room 101* Jump-Start Performance Co. 2017

*SLEIGHTING* (with Rachel Ho) California Institute of the Arts 2014

*For the Dead Ride Quick* (with Jamie Poskin) Performance Space 122/Avant Garde Arama 2011

*The Case of the Neon Twins* (with Billy Muñoz) Jump-Start Performance Co. 2008

*365 Days/365 Plays* Jump-Start Performance Co. 2007 (*directing and curation*)

*Jump-Start's Off The Grid* Jump-Start Performance Co. 2007 (*directing and curation*)

## **Video Design**

*Sweeney Todd* Rocky Mountain Repertory Theatre, Grand Lake, CO 2019

*Disaster!* Rocky Mountain Repertory Theatre, Grand Lake, CO 2019

*Sister Act* Rocky Mountain Repertory Theatre, Grand Lake, CO 2019

*Panopiconathon Streetview* Machine Project, Los Angeles, CA 2016

*All Shook Up* Rocky Mountain Repertory Theatre, Grand Lake, CO 2015

*The Addams Family* Rocky Mountain Repertory Theatre, Grand Lake, CO 2015

*42nd Street* Rocky Mountain Repertory Theatre, Grand Lake, CO 2015

*Half Life* Cloud Eye Control REDCAT, Los Angeles, CA 2015 (*Associate Video Designer*)

*Government Inspector* California Institute of the Arts 2015

*Les Miserables* Rocky Mountain Repertory Theatre, Grand Lake, CO 2014

*The Screen Dreams of Buster Keaton* The Overtime Theater, San Antonio, TX 2013

*Threepenny Opera* California Institute of the Arts 2013

*Blink* California Institute of the Arts 2013

## **Collegiate Teaching Experience**

**Adjunct Faculty (2016 - 2021) California Institute of the Arts, School of Theatre**

Courses Taught: Motion Graphics: After Effects; Real-time Interactive Tools; Video

Programming: Isadora; Integrating Video and Live Performance; Architectural Projection and Video Objects; Programming: D3 Media Server; Unity Game Engine: Programming C#

**Adjunct Faculty (2018 - 2021) California Institute of the Arts, School of Art**

Courses Taught: Integrated Media Critique (co-taught); Algorithmic Practices; VR for Artists;  
Sound Game Space VR

**Teaching Assistant (2014 - 2015) California Institute of the Arts, School of Theatre**

Courses: Interpretive Strategies for Plays; Conversations on Contemporary Theater

**Community-based Teaching Experience**

**VR and Unity Game Engine Lead Instructor - MissionBit - San Francisco, CA – 2020, 2023**

Designed curriculum and taught Unity Game Engine and VR workflows to high-school students.

**Game Design Camp Leader - Museum of the Moving Image - New York, NY - 2015**

Designed curriculum and taught basic programming concepts to 8 to 12 year olds through game design on the Scratch platform.

**New Media Instructor - SAY Sí - San Antonio, TX - Fall 2015 - Spring 2016**

Designed curriculum and taught programming and animation concepts to high school students enrolled in SAY Sí's studio-based new media education program.

**Instructor - Best Buy Teen Tech Center San Antonio, TX - Summer 2015**

Performed outreach and instruction for the Best Buy Teen Tech Center's summer programs.