Jim Spieler

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Summary Statement

Educated in the arts with 30 years of production experience, specializing in transforming client visions into compelling, high-quality content. Expertise in story-driven media for film, television, video, animation, education, and the web. Skilled at managing multiple projects under tight deadlines, leveraging various platforms, and implementing innovative techniques to achieve outstanding results. Goal-oriented, adaptable, and effective both independently and in collaborative team environments. Passionate about continuous learning and exploring new media techniques to educate, communicate, and engage audiences.

Experience

Production Designer/Director of Animation, Black Ice Entertainment

- Designed, Edited and Animated instructional and training videos
- Production Design/Art Direction for independent short films
- Principle photography for instructional videos
- Created 3D Pre-visualizations for various clients

Art Director, “It’s a Big Big World” PBS Children’s Television – 22 episodes

- Designed both practical and digital requirements for the show
- Directed creative production and work flow
- Designed and animated graphic overlays and transitions
- Designed outreach and promotional materials (Web and Print)
- Directed film shoot and composed illustrations for four books related to the show

CEO/Artistic Director, SpielReel Productions– Various Animations

- Designing, Directing, and Producing animations and motion graphics for film, television, commercials, web and training

Director of Sets / Post Production Supervisor, “Little People” Fisher Price

- Created sets and directed work flow for 22 different stop-motion animation sets for 12 animators
- Directed shot clean-up, effects, animation and editing in the production of 30 segments and their interstitials
- Created and supervised the post-production pipeline

Digital Post Production Supervisor, "Book of Pooh" Disney Children's Television

- Directed a team of 12 digital artists. Delivered 52 episodes
- Created and supervised the on-line post-production pipeline
- Created animated graphic overlays and transitions

Animator/Post Production, "Bear in the Blue House" Disney Children's Television

- Created animated graphic overlays and transitions
- Composited live action footage with digitally created elements

Shop Foreman/CGI Artist, Entertainment Design Workshop

- Design and fabrication of mock-up and prototypes for Ride-Film Vehicle
- Created and designed content for game platforms
- Digital painter for 3D environments

Modelmaker/CGI Artist, MASS Illusion

- Fabricated miniatures for movie visual effects sequences and dressed the models for camera
- Created virtual 3D pre-visualizations from blueprints of live action sets
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Modelmaker, Trumbull Company Inc.

- Fabricated miniatures for movie visual effects sequences and dressed the models for camera

Puppeteer, In the Heart of the Beast Puppet and Mask Theater

- Created shows, taught workshops and toured throughout the US and Europe

Education

New York University Graduated Bachelor of Science

Skills

- PAINTING **-** representational, theatrical, and scenic
- COMPUTERS – PhotoShop, Illustrator, After Effects, Premiere, Maya, Blender, Character Animator, Captivate
- MODELMAKING **-** fabrication, moldmaking, casting, detailing, finishing
- PUPPETEERING - character creation, performing, directing, writing, teaching
- STAGECRAFT - set design, scenic carpentry, props, rigging, cabinet-making
- SCULPTURE **-** plastics, clay, glass, foam, wood, cardboard
- PRINTMAKING - intaglio, silk-screen, lithography