Chris Jacek

Resumé / CV

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PROFESSIONAL SKILLS

◆ Nonlinear Editing – software includes: ***Premiere, Final Cut Pro,*** and ***AVID***
◆ Motion GFX, Animation, Interactive – software includes: ***After Effects, C4D, Maya, Unity, Unreal***
◆ Field Production - directing, producing, camera operation, lighting, and audio
◆ Studio Production - directing, camera operation, TD (switching), floor directing, and audio
◆ Photography (DSLR) and Digital Design – software includes: ***Photoshop*** and ***Illustrator***
◆ Writing for Film and Television – Short-form, long-form, two-column, screenplay, and narration

WORK EXPERIENCE

2024-Present   **Bellevue College**   **Bellevue, WA**
Assistant Professor

◆ Assistant Professor of Digital Media Arts
◆ Teach Production, Post-Production, Motion Graphics, Digital Design, Storytelling

1992-Present   **Freelance Production**   **Various Locations**
Media Design/Production/Editing

◆ Nonlinear editing and graphic design for broadcast, commercial, and online videos
◆ Location directing and camera operation, including drone photography and video

2021-2022   **State University of New York**   **Plattsburgh, NY**
Visiting Lecturer (1 year appt.)

◆ Taught courses in television and video production and editing
◆ Also taught courses in animation and effects with After Effects
◆ Instruction in-person, online, and hybrid

2021   **Northwest College of Art and Design**   **Tacoma, WA**
Adjunct Instructor

◆ Taught Time-Based Media, in face-to-face, blended, and fully online configurations
◆ Designed course to cover the basics of editing, motion graphics, animation, and gaming engines

2013-2016   **Lake Washington Institute of Technology**   **Kirkland, WA**
Lead Faculty

◆ Taught video production, animation, as well as intro courses in video, graphic design, and gaming
◆ Revised Video and Motion Graphics curriculum, co-created common academic core for department
◆ Produced promotional video projects for marketing department

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WORK EXPERIENCE (continued)

2010-2013 **Tusculum University** **Greeneville, TN**
Department Chair / Asst. Professor

◆ Taught video editing, compositing/animation, field production, and motion picture theory
◆ Designed the Film and Broadcasting/Digital Media curriculum
◆ Was supervisor to 8-10 direct-report work-study students per semester

2007-2010 **Butler University** **Indianapolis, IN**
Producer / Lecturer

◆ Full-Time faculty member for Media Arts department, and subsequent College of Communications
◆ Oversaw student-run productions for live sports, talk-shows, and projects for external clients

2005-2007 **Time Warner Creative Services** **Dallas, TX**
Producer / Editor

◆ Wrote, directed, produced, and edited television commercials and promotions

2002-2004 **Dallas Cowboys Broadcasting Network** **Irving, TX**
Senior Producer

◆ Produced over 100 Episodes of broadcast programming, including *Special Edition with Jerry Jones, Dallas Cowboys Post-Game Show*, live sports broadcasts, and documentaries

2000-2002 **Apple Computer Headquarters** **Cupertino, CA**
QA Engineer - Final Cut Pro

◆ On the development team for Final Cut Pro, testing for three full product cycles

EDUCATION

2022-2024 **Camosun College** **Victoria, BC, Canada**
Interactive Media Developer Technology

◆ Two-year diploma program. Completed in August 2024.

1991-1992 **University of Michigan** **Ann Arbor, MI**
M.A. in Telecommunications Arts

◆ Terminal degree focusing on Television and Film production and theory.
◆ Worked as a teaching assistant for undergraduate course in Media Law.

1987-1991 **University of Michigan** **Ann Arbor, MI**
B.A. in General Studies

◆ The General Studies degree is a Liberal Arts program, requiring a selection of courses from a greater number of disciplines than a traditional concentration.