

Jonathon Irons

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Creative problem solver for animation, film and television production, with thirteen years of experience. Advanced skills in image processing pipelines, post-production, mastering and finishing, color science, and workflow automation.

Professional Experience

Senior DIT / Technical Director, Bix Pix Entertainment, Burbank, CA

March 2012-July 2023

- Designed image pipeline for six seasons of stop-motion animated half-hour streaming series "Shape Island" and "Tumble Leaf", helping to win numerous Emmy, Annie, and Annecy Awards
- Created in-house color correction suite for simultaneous 4K HDR and SDR color grading, saving the studio over \$20k in outside vendor costs
- Programmed a custom production management software for stop-motion animation using JavaScript, Autodesk Shotgun, React.js, Node.js, Python, and Github automation, allowing the entire studio to track and log thousands of shots and assets in real-time
- Created workflow automation scripts in Bash, Windows Batch, and Python to facilitate the image processing of hundreds of thousands of raw files with minimal human input
- Performed QC and mastered half-hour episodic deliverables for Apple TV+ and Amazon, which greatly reduced expensive rejections and remastering
- Utilized Adobe After Effects, Premiere, Photoshop, and Illustrator to assist with title creation, visual effects and video editing
- Provided technical support for Dragonframe animation software and general computer and network issues across a mixed Windows, macOS, and Linux computer environment with 100 workstations

Computer Science Professor, ESU #11 Summer Honors Program, Holdrege, NE

June 2011-Present

- Taught yearly high school summer courses in computer science topics including programming, animation, game design, electronics, virtual reality, cybersecurity, and artificial intelligence
- Trained over 100 students how to effectively program, troubleshoot, and explore brand new topics, with many continuing on to Computer Science degrees and working in a variety of industries

Education

BFA, Film & New Media, University of Nebraska-Lincoln, United States, 2009

Study Abroad, CIEE Filmmaking Program, FAMU, Czech Republic, 2008

Skills

- Computer Programming, Color Science, Image Processing, Dolby Vision Certified Professional
- Animation, Post-production, Visual Effects, Render Farms, Video Editing, Cinematography
- Research & Development, Written and Verbal Communication, Attention to Detail, Teaching, Technical Support, Self-Motivated, Perpetual Learner