JARED BISHOP

TECHNICAL ARTIST | SHOW PROGRAMMER | CREATIVE DESIGNER

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STATEMENT

I'm a technical artist specializing in characters, robotics, themed entertainment design, and VR/AR pre-visualization. I'm an expert at building digital twins and accurate pre-vis environments, and I have a strong background in the research, design, and development of transformative and immersive products and experiences.

EXPERIENCE

ADVANCED DEVELOPMENT STUDIO/R&D IMAGINEER   2015-Present

Walt Disney Imagineering Research and Development, Inc. Glendale, CA

Since 2017 I've spearheaded the virtual pre-visualization, animation, and creative design efforts on Project Kiwi, an ongoing R&D project to develop a 1 meter tall, free-walking bipedal robot who can move and act like a living Disney character. I serve as the main conduit between the creative and engineering disciplines on a team of 15-20 people. This is a hands-on role where in addition to providing creative leadership, I develop Maya animation plugins, author and maintain interactive show pre-vis scenarios in the Unity game engine, author and test animations, run motion capture sessions, create and validate motion datasets, create game-ready and hi-resolution 3-D printable models, build mechanically accurate inverse-kinematics animation rigs, and interface daily with the controls software engineering team.

- Co-Inventor on US Patent #421742. "Legged High-Dexterity Self-Balancing Capable Robot Actor" Issued November 26, 2020
- Project featured in New York Times article, "Are You Ready for Sentient Disney Robots?" August 19, 2021

VISUAL EFFECTS DESIGNER

Walt Disney Imagineering Creative Show Studio, Glendale, CA   2017 – 2019

Using bleeding-edge proprietary software tools, I authored and tested proof-of-concept ride vehicle path animations for new trackless and free-ranging systems. These were studies to determine what movements were feasible and fun on the new ride vehicle technology. I prototyped experiences for:

- Star Wars Rise of the Resistance
- Mickey and Minnie's Runaway Railway

- Luigi's Rollickin' Roadsters

CREATIVE TECHNOLOGY DESIGNER

Walt Disney Imagineering Creative Technology Group, Glendale, CA   2011 – 2017

I specialized in building time accurate VR pre-visualizations of theme park rides while they were being designed, in order to create and fine-tune projected media, audio, lighting cues, and animatronic character performances.

- Virtual pre-visualization, camera animation, and special effects choreography for Pirates of the Caribbean: Battle for the Sunken Treasure (Shanghai Disney Resort).
- Digital sculpt, rigging, virtual pre-vis, and field adjustments for the Wardrobe animatronic character in Enchanted Tales with Belle (Walt Disney World).
- Digital manufacturing sculpt of ride vehicle shells for Buzz Lightyear Planet Rescue and Jetpacks (Shanghai Disney Resort)
- Show animatic, VFX timing/blocking, and vehicle animation pre-vis for Mystic Manor (Hong Kong Disneyland, opened May 2013).

ENVIRONMENT ARTIST

High Impact Games and Bionic Games, Los Angeles   2007 – 2009

Design and modelling of immersive game environments

ENVIRONMENT ARTIST

Seven Studios, Los Angeles   2006 – 2007

CHARACTER ARTIST

Electronic Arts, Redwood City, CA   2003 – 2005

EDUCATION

MASTER OF ENTERTAINMENT TECHNOLOGY | Carnegie Mellon University   2003

BACHELOR OF FINE ARTS | Tufts University   2001

BACHELOR OF ARCHITECTURE DEGREE COURSEWORK | Cornell University   1995 – 1998

SOFTWARE SKILLS

- Motionbuilder, Solidworks, After Effects. Expert Maya generalist.
- Scripting in MEL, Python, Java, C++
- Unity game engine, behavior trees
- Character rigging and animation for robots and mechanical systems
- 3D asset management