## Jon Dorais - Production

Jondorais@gmail.com (408) 655-1572

Portfolio: jondorais.com

Eight years of production experience in live action and 2D & 3D animated projects

Positive mindset that soars in creative, fast-paced environments

A proactive, efficient team player who can communicate and motivate people to thrive together

# **Experience**

#### **Production**

## PRODUCTION ASSISTANT – Gabby's Dollhouse, DreamWorks – CG TV series (2022-present)

- Set up episode breakdowns and design handouts on spreadsheets and ShotGrid.
- Constructed informative shipment emails to different departments and outsourced studios
- Organized model packs on Photoshop for the design team.
- Crafting effective notes for all dailies meetings and reviews.

## PRODUCER – Forward – CG short film (2021)

- Recruited an entire team for a socially-distanced production during quarantine
- Created presentations for weeklies that successfully demonstrated the animation pipeline

## PRODUCTION MANAGER - The Green Ninja Show, 2D web series (2020)

Conducted schedules and shot lists on Google Sheets for a 30+ person crew on one season.

## SCRIPT SUPERVISOR - Cassette - Live-action short film (2020)

Prevented continuity errors and demonstrated effective notes for the director

## **Development**

## Wacky Towns, CG animated pilot (2018-2021)

- Self-started a two-part cartoon pilot with a crew of over 20 people
- Actively oversaw all of the pilot's animatics, set designs, editorial, and animation

## Filmset Nightmares, Live-action short film (2019)

Wrote and scored the script for an award-winning short film, taking into account the low budget

## **Post Production**

## Chocolate Apocalypse, CG animated series (2015-2017)

Orchestrated the final edit for a web series with 2D and 3D animation.

## Education

Bachelor of Arts in Film Studies - San Jose State University - Dean's Scholar - December, 2019

## **Software**

- Microsoft Excel
- Microsoft PowerPoint
- Microsoft Word
- ShotGrid
- G Suite
- Final Draft
- Adobe Premiere
- DaVinci Resolve
- Final Cut Pro
- Adobe Photoshop
- Audacity
- Autodesk Maya