

Jonathan R. Bryson
Assistant Professor of Art
Department of Art
Sam Houston State University

Degrees Earned

Master's of Fine Art, Ball State University, 2012
Bachelor's of Fine Art, Clemson University, 2008

Peer Reviewed Exhibitions and Shows

Selfie, 2017
10x10x10x Tieton Juried Exhibition August - October 2017
Tieton Warehouse
Tieton Washington
3d Printed Sculpture

Old man, 2015
Indianapolis Art Center Faculty Exhibition
Indianapolis, IN
3D Printed Sculpture

Goblin, 2014
Indianapolis Art Center Faculty Exhibition
Indianapolis, IN
3D Printed Sculpture

I..Am., 2012
BSU Summer Graduate Show
Atrium Gallery. Muncie, IN
Short Film

Mouse Mirror, 2010
BSU Graduate Student Show
Atrium Gallery. Muncie, IN
3D Printed Sculpture

Feather, 2008
Outside the Lines
Lee Gallery. Clemson, SC
Sculpture, Mixed Media

Support Systems, 2008

Outside the Lines
Lee Gallery. Clemson SC
Sculpture, Mixed Media

Professional Experiences

Convocation University Committee
August 2017-Present. Sam Houston State University, Huntsville, TX.

Scholarship Committee
August 2017-Present. Sam Houston State University, Huntsville, TX.

BFA Review Committee
August 2017-Present. Sam Houston State University, Huntsville, TX.

Gallery Committee
August 2017-Present. Sam Houston State University, Huntsville, TX.

PACE Pathfinders Program
August 2017-Present. Sam Houston State University, Huntsville, TX.

Accrediting Council for Independent Colleges and Schools Program Advisor
October 2014, Las Vegas, Nevada.

Academic Prowess Committee, member The Art Institute of Indianapolis,
2015-2017

Academic Recruitment , presenter, The Art Institute of Indianapolis
2014-2017

Ai after Dark, Student Leadership, Art Institute of Indianapolis.
2013 - 2017

Ai Open House, presenter The Art Institutes of Indianapolis
2013-2017

Work Placement Initiative, member The Art Institutes of Indianapolis
2016-2017

Program Advisory Committee, member, The Art Institutes of Indianapolis
2016-2017

AI at Popcon 2016! organizer, The Art Institutes of Indianapolis
January - May, 2016

AI at Popcon 2017! organizer, The Art Institutes of Indianapolis
January - May, 2017

AI placement Initiative, member, The Art Institutes of Indianapolis
August - Present 2016

Academic/ Teaching Experience

Assistant Professor of Art, Sam Houston State University, Huntsville, TX
2017 to Present

Lead Program Instructor of Media Arts and Animation, Art Institute of Indianapolis, IN,
2015 to 2017

Adjunct Instructor of Animation, Art Institute of Indianapolis, IN,
2013 to 2015

Digital Arts Instructor, Indianapolis Art Center, Indianapolis, IN,
2013 to July 2016

Education

Master's of Fine Art, Ball State University, 2012
Concentration: Computer Animation
Thesis: *I...Am. A Film of the Empirical Proof of Reality* 2012

Bachelor's of Fine Art, Clemson University, 2008
Concentration: Sculpture & Studio Arts

Short Films

I...AM (2012) , Short film discussing the choice of reality between life and death

Professional Experiences

Hadrian's Villa (2012) Ball State IDIA Lab. Aired on History Channel in Summer of 2015. A video game created as an education venture with Indiana University. A virtual recreation of Emperor Hadrian's villa in Tivoli, Italy.

Flexycord! (2012-2013) Philatron. Product visualization VFX work and later comerial work with wire manufacturer Philatron.

Youth Stop motion and Animation Workshop. June 2015 Arts for Learning. Indianapolis, IN.

Academic Honors and Awards

Recipient, Graduate Assistantship, Ball State University, 2011 to 2012

Recipient, Graduate Assistantship, Ball State University, 2009 to 2010

Professional Affiliations

ACM Siggraph 2016-present

A worldwide group of professional animators, graphic designers and video game developers. Siggraph holds conferences every year for industry leaders and enthusiasts to mingle.

MG Collective 2009-2017

An Indianapolis-based group of creative people, 2d and 3d based animators, graphic artists, and game designers that meet every month and discuss current trends in the computer graphics industry.

Indiana Animators 2010-2017

An Indiana web-based group of 2d and 3d animators that meet and work on short films and projects.