

**Jason Porter**  
Instructor, Visual Communications  
School of Journalism and Mass Communication  
University of South Carolina  
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## Education

- **University of South Carolina – Master of Arts**, Media Arts – 2018  
Thesis: *Olive, It's Trash! Developmental Agency and Interactive Children's Literature*
- **Art Institute of California – San Francisco – Bachelor of Science**, Media Arts and Animation - 2005

## Academic Positions

- **Instructor**, University of South Carolina, Visual Communications, 2019 - present
- **Adjunct Professor**, University of South Carolina, Visual Communications / Media Arts, 2017-2019
- **Graduate Instructor Assistant**, University of South Carolina, Media Arts, 2016-2018

## Consultation

- **AR/VR/MR Consultant**, Biometrics and User Experience Lab, Columbia, SC 2022 – present  
University of South Carolina Visualization Facility, 2020 – present  
The Digital Piranesi, Columbia, SC, 2018 – 2022  
Global Carolina, Columbia, SC 2020
- **Board of Student Publications**, Department of Student Life, USC, 2022 – ongoing
- **Digital Humanities**, Center for Digital Humanities, Columbia, SC, 2018 – 2019
- **UI/UX Design**, SnowVision, Columbia, SC, 2018 – 2019
- **Curriculum Development**, Alameda Unified School District, Alameda, CA, 2008 – 2009
- **3D Visualization**, Université Pierre et Marie Curie via Insight Digital, Cairo, Egypt, 2007

## Professional Experience

- **Freelance Senior Animator and Designer**, 2015 - present
- **Interim Art Director**, Garnet Media Group, Columbia, SC 2021 – 8/2021-12/2021
- **Managing Creative Director**, The Carolina Agency, Columbia, SC, 2018 – 2021
- **Motion Design Director**, Deutsch, Los Angeles, CA, 2013 - 2015
- **Senior Motion Designer and Art Director**, Monkeyhead, Los Angeles, CA, 2011 – 2013
- **Animator, Composer, and Motion Designer**, Mad Monkey, Columbia, South Carolina, 2007 – 2011
- **Animator**, Visual Concepts Entertainment, San Rafael, CA, 2005 – 2007
- **Filmmaker**, Theoretical Films, San Francisco, CA 2005 – 2012

## Publications

- Britton, J., Gavin, M., Langer, Z., Porter, J. (2023) *The Digital Piranesi*. In Piranesi@300 (pp. 264-271).
- Porter, J., Meaney, E., Britton, J. (2023) *Piranesi's Worlds* (Meta Quest Version)
- Porter, J. Podcast Host/Producer. (2020-ongoing) *Let's Get a Job*. Buzzsprout
- Porter, J. (2018) *Olive, it's Trash!*. Blurb Publishing

## Research Grants

- **Garret Lee Smith Suicide Prevention Grant**, *Together We Can Achieve More*, Key Personnel (Lead PI – Dr. April Grant), \$300,000, 2023-2025
- **Innovative Pedagogy Grant**, *Immersive Presence*, USC, \$2,500, 2023

- **The Virtual Piranesi**, ASPIRE II Faculty Award, University of South Carolina, \$99,629, 2020 - 2022
- **Augmented Reality in the Classroom**, Virtual Environments Teaching Grant, University of South Carolina, \$2,000, 2019-2020

#### **Select Awards**

- **Creative Research Award**, Association for Education in Journalism and Mass Communication, 2023
- **Innovation in Teaching Award**, Association for Education in Journalism and Mass Communication, 2022
- **1** One Show, **1** Webby, **3** Andy Awards, **1** Clio, **10** Cannes Lions

#### **Select Conference and Invited Presentations**

- **Jeopardy! Interview Question Edition**, AEJMC GIFT Poster Session, Washington DC, Aug 9, 2023
- **Piranesi's Worlds**, AEJMC Creative Research Presentation, Washington DC, Aug 8, 2023
- **Piranesi's Worlds through Virtual Reality**, Digital Research Services, Columbia, SC, Jan 27, 2023
- **Innovation in Teaching Visual Communications**, AEJMC, Detroit, MI, August 5, 2022
- **Using VR in the Digital Humanities**, Humanities Collective, Columbia, SC, March 4, 2022
- **Virtual Classroom Community Building**, Octoberbest Teaching Symposium, Columbia, SC, Oct 22, 2021
- **The Virtual Piranesi: New Methods of Interactive Literacy**, Piranesi@300, Rome, Italy, May 18-24, 2021
- **New Approaches to Piranesi: A Virtual Roundtable**, Historians of Eighteenth-Century Art and Architecture, Virtual, July 16, 2021
- **Teaching Virtual Worlds in Journalism and Mass Communication**, AEJMC, San Francisco, CA, August 7, 2020
- **Instructional Design and Production with Augmented Reality**, Center for Child and Family Studies, Columbia, SC, September 26, 2020
- **Augmented Reality Bootcamp**, Center for Teaching Excellence, Columbia, SC, May 29, 2019
- **The Reality of Interactivity – The misuse of AR/VR as an educational tool**, AEJMC Southeastern Colloquium, Columbia, SC, March 7-8, 2019
- **Developmental Agency and Interactive Children's Literature**, International Conference on Advancement in Graphic Design, Animation & Web Design, EuroSciCon, London, UK, Nov 11-12, 2018

#### **Select Professional Exhibitions**

- **2** Super Bowl commercials, **167** nationally televised commercials, **76** film festival selections, **5** published AAA video games, **38** produced podcasts, **32** invited workshops and presentations

#### **Select Professional Client List**

Disney, Marvel, Volkswagen, Pizza Hut, Taco Bell, Target, Dr. Pepper, 7UP, HTC, Snapple, Nintendo, HBO, ABC, NBC, FX, Fox Sports 1, Toyota, Lexus, Red Bull, Wells Fargo, TNT, NBA, NCAA, Boeing, TruTV, Bravo, Direct TV, Discovery Family, Energizer, Sketchers, Boy Scouts of America, Blue Cross Blue Shield, Mophie, Pandora, Pop Secret, Vivint, Anthem, Capitol Music Group, Vanity Fair, Angel Soft, 2K Sports

#### **Memberships in Associations and Institutional Affiliations**

- **Association of Education in Journalism and Mass Communication**
- **Academy of Television Arts and Science**