

JESSE REINHARD

Art Director & Creative Technologist

Austin, TX · jessereinhard21@gmail.com · jrport.com · @slac310

Creative Director designing live entertainment for global artists, festivals, and brands. I take ideas from pitch deck to live audience. Combining conceptual storytelling with deep production craft in 3D animation, motion design, and generative AI pipelines.

EXPERIENCE

Creative Director | Verge Aero Austin, TX · Mar 2024 – Present

- Lead drone light show creative from concept through live production for major artists, festivals, and brands, designing shows seen by audiences of tens of thousands
- Own the client relationship end-to-end: translate briefs into concepts, pitch decks, and previsualizations; present directly to clients; iterate to approval on hard event deadlines
- Design in Cinema 4D, Blender, and proprietary show software; direct on-site show execution, prepping designs and content under live-event pressure
- Built generative AI tooling (ComfyUI, custom-trained models) into the concept and storyboard pipeline, dramatically accelerating look development

Sales & Business Development | ADHOC Creative House Jul 2026 – Present

- Drive new business for a creative studio: prospect and qualify leads, run outreach, and pitch the studio's work to brands
- Bring a producer's view to the sale, scoping what's buildable and shaping proposals the creative team can deliver

Art Production Manager | Dokis Remote · May – Sep 2025

- Managed and reviewed content produced by the design team, keeping deliverables on-brand and on-deadline
- Led storyboarding and brand development for marketing campaigns and social-first content
- Implemented ComfyUI generative AI pipelines into the team's production workflow

Motion Designer & Visual Artist | Freelance Chicago / Austin · Jun 2020 – Present

- Design and sell concert visualizers, logos, and motion graphics to musicians and brands nationwide using Cinema 4D, Blender, and After Effects
- Developed a proprietary illustration style implemented as a custom-trained AI model, enabling rapid, consistent stylized artwork across posters, prints, and animation

AR Developer & AI Researcher | BUNDLAR Chicago · May – Aug 2023

- Produced augmented reality experiences for clients including Xbox and Fisher Scientific
- Researched and implemented AI features within the company's content management system

Lighting Technician | Austin Event Lighting Austin, TX · Feb 2022 – Jan 2024

- Build sets and lighting rigs for concerts, corporate events, and SXSW — hands-on production experience across live event environments

SKILLS

Design: Typography, brand systems, storyboarding, pitch & deck design, mood boards, Figma

Motion & 3D: After Effects, Cinema 4D, Blender, Maya, Unreal, TouchDesigner, Resolume

Adobe CC: Photoshop, Illustrator, After Effects, Premiere

Code & AI: Python, JavaScript, HTML/CSS, ComfyUI, custom AI model training, Google Workspace

EDUCATION

BS, Arts & Entertainment Technologies | University of Texas at Austin 2021 – 2026

- Minor in Computing & Programming
- Member, Texas Immersive Institute
- Starting goalie, Texas Ice Hockey (ACHA)