

JASON GNERRE

2085 Colorado Avenue, Gate 7 Suite 255, UCB 477, Boulder, CO 80309

gnerre@colorado.edu

EDUCATION

Master of Arts - Television, Film, and New Media 2013
San Diego State University

Bachelor of Science - Pure Mathematics 2003
Florida State University

ACADEMIC APPOINTMENTS

Assistant Teaching Professor 2024-Present
Department of Critical Media Practices
University of Colorado, Boulder

Lecturer 2017-2024
Department of Critical Media Practices
University of Colorado, Boulder

Appointed to Graduate Faculty 2018-2021
PhD Committee for Dr. Urooj Raja
Department of Environmental Studies
University of Colorado, Boulder

Guest Artist / Lab Instructor 2013
CSU Summer Arts Program
California State University, Monterey

Graduate Assistant 2009-2010
School of Theatre, Television, and Film
San Diego State University

SELECTED CREATIVE WORKS

Tabletop Shuffleboard Pro – Spatial Computing Game 2024
Creator/Developer
Apple Vision Pro App Store

Serenity Flame – Spatial Computing Application Creator/Developer Apple Vision Pro App Store	2024
Recurrent – Mixed Reality Interactive Audio Experience for HMD Co-Creator/Developer Meta Quest Devices – Exhibition	2023
Bobblar – Augmented Reality Game for Mobile Devices Creator/Developer Apple iOS and iPadOS App Stores	2022
Tabletop Shuffleboard – Augmented Reality Game for Mobile Devices Creator/Developer Apple iOS and iPadOS App Stores – Google Play Store	2021
Egg Hide & Seek – Augmented Reality Game for Mobile Devices Co-Creator/Developer Apple iOS and iPadOS App Stores – Google Play Store	2021
Seek & Spell – Augmented Reality Application for Mobile Devices Co-Creator/Developer Apple iOS and iPadOS App Stores	2021
Moment – Virtual Reality Application Co-Creator/Developer Meta Quest App Store	2020
West End Whiskey Club – Application for Mobile Devices Developer Apple iOS App Store	2018
AR-Ball – Augmented Reality Game for Mobile Devices Creator/Developer Apple iOS App Store	2017
Gamerado – Application for Mobile Devices Creator/Developer Apple iOS App Store	2015
A Return to the End – Documentary Feature Animator	2015
El Abuelo – Narrative Short	2012

Editor

Saint Valentine – Narrative Short 2011
Producer

From Under the Birdcage – Animated Short 2009
Director, Writer, Animator, Editor

SELECTED EXHIBITIONS & PRESENTATIONS

Currents New Media Arts & Technology Festival – Santa Fe, NM 2024
Exhibited *Recurrent* – Mixed Reality Immersive Experience

Artist Residency – ATLAS B2, University of Colorado, Boulder 2023
Mixed Reality, Spatialized Audio, and Immersive Projection

J-Day – Colorado State University, Fort Collins 2019
Virtual Reality Demonstrations

Admissions Preview – Pasadena & Irvine, California 2019
Extended Reality Lecture for the University of Colorado, Boulder

CU Next – Washington, D.C. 2018
Virtual Reality Demonstrations for the University of Colorado, Boulder

J-Day – Colorado State University, Fort Collins 2017
Virtual Reality Demonstrations

San Diego Film Festival 2009
Exhibited *From Under the Birdcage*, Animated Short

ACADEMIC SERVICE

Merit Committee Member 2025
Department of Critical Media Practices
University of Colorado, Boulder

Equipment Committee Member Department of Critical Media 2024-Present
Practices 2015-2023
University of Colorado, Boulder

PUEC Committee Member 2024
Department of Critical Media Practices

University of Colorado, Boulder

PROFESSIONAL EXPERIENCE

- Co-Founder & Lead Developer** – Reality Mint, LLC. 2019-Present
Media studio specializing in designing, developing, and publishing extended reality and spatialized computing applications and services.
- Communication Senior Professional** – University of Colorado, Boulder 2018-2023
Managed all technology for the Department of Critical Media Practices
- Media Specialist** – University of Colorado, Boulder 2015-2018
Designed technology and helped develop curriculum for the newly created Department of Critical Media Practices
- Founder & Lead Developer** – Game Bros., LLC. 2014-2020
Developed mobile software targeting Apple iOS devices.
- Video Postproduction Specialist** 2009-2014
Specialized in editing, animating, and publishing content.

SKILLS

Software – Unity, Unreal Engine, Metashape, Reality Capture, Xcode, Blender, Photoshop, Lightroom, After Effects, Illustrator, JetBrains Rider, Visual Studio, Word, Excel, PowerPoint, MacOS, iOS, iPadOS, visionOS, Windows

Hardware – Apple Mobile Devices, Apple Desktop Devices, Apple Vision Pro, Meta Quest, HTC Vive, Microsoft HoloLens, Magic Leap, Windows PC

Languages – C#, Swift, Python

Image Capture – DSLR, Mirrorless, 360° Stereoscopic