

## NATHAN A. JACOBS, Ph.D.

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### EDUCATION

CALVIN THEOLOGICAL SEMINARY, Grand Rapids, MI

Ph.D. – Double Major: Historical Theology / Systematic Theology (2012)

TRINITY INTERNATIONAL UNIVERSITY, Deerfield, IL

M.A. – Major: Systematic Theology / Minor: Church History (2004)

B.A. – Double Major: Fine Art / Philosophy (2001)

MARYLAND INSTITUTE COLLEGE OF ART, Baltimore, MD

Major: Fine Art Painting / Minor: Fine Art Drawing (1996-1999)

### RELEVANT SKILLS

2D drawing & painting – fine art / concept art / character design / storyboards

2D digital design – graphic design / key art / digital texture maps / movie titles

Scene pre-visualization – set diagrams / shot diagrams / shot lists / storyboards / animatics

Writing – beat sheets / screenplays / story editing

Other skills – producing / directing / editing

### EXPERIENCE

MOSTLY ORTHODOX I, LLC, Dover, DE

CEO / Producer-Writer-Director (2017 - Present)

**Project:** THEY DWELL AMONG US – Feature Narrative (in development)

**Responsibilities:** general management / beat sheets / script writing / concept art / character design / scene pre-visualization / shot diagrams / shot lists / storyboards / temp key art / pitch decks / fundraising

BTH PRODUCTIONS, LLC, Wilmore, KY

Writer-Director (2015 - 2017)

**Project:** BECOMING TRULY HUMAN – Documentary (2017)

**Responsibilities:** beat sheets / script writing / story editing / scene pre-visualization / shot diagramming / shot lists / temp key art / contract negotiations / film promotion

UNIVERSITY OF KENTUCKY, Lexington, KY

Lecturer of Philosophy (2014 - 2015)

**Classes:** Intro to Philosophy / Ethics

**Responsibilities:** teaching / grading / department events / research / publishing

JOHN BROWN UNIVERSITY, Siloam Springs, AR

Assistant Professor of Religion and Philosophy (2012 - 2014)

**Classes:** Intro to Philosophy / Modern Philosophy / Philosophy of Religion / Logic

**Responsibilities:** teaching / grading / student advising / department events / research / publishing

POE FILM INITIATIVE, LLC, Hot Springs, AR  
Producer-Writer-Director (2012 - 2017)

**Project:** KILLING POE – Feature Narrative (2016)

**Responsibilities:** beat sheets / script writing / scene pre-visualization / shot diagrams / storyboards / animatics / producing / directing / editing / movie titles / digital VFX / music supervising / key art

TRINITY INTERNATIONAL UNIVERSITY, Deerfield, IL  
Assistant Professor of Religious Studies (2009 - 2012)

**Classes:** History of Christian Thought / Theology of C. S. Lewis / Philosophy, Theology, and Film

**Responsibilities:** teaching / grading / student advising / department events / research / publishing

N’LIGHTNING SOFTWARE DEVELOPMENT, Medford, OR  
2D Artist / 3D Character Modeler (2003 - 2004)

**Responsibilities:** videogame design / concept art / character design / world design / sequencer pre-visualization / storyboarding / graphic design / pitch decks / texture mapping / 3D digital modeling

### **FEATURE FILM EXPERIENCE**

THEY DWELL AMONG US, feature narrative (in development) – writer-director-producer

**Responsibilities:** beat sheets / script writing / concept artist / character design / storyboard / set diagrams / shot diagrams / shot lists / DOOD reports / stripboard / budget / fundraising

BECOMING TRULY HUMAN, feature documentary (2017) – writer-director

**Responsibilities:** beat sheets / script writing / set diagrams / shot diagrams / shot lists / directing / editing / music supervising / color grading

KILLING POE, feature narrative (2016) – writer-director-producer

**Responsibilities:** beat sheets / script writing / concept artist / character design / storyboard / set diagrams / shot diagrams / shot lists / DOOD reports / stripboards / budgeting / fundraising

### **SHORT-FORMAT FILM EXPERIENCE**

“BECOMING TRULY” MOVIE TRAILER (2016)

**Responsibilities:** writer / editor / colorist / music supervisor

“KILLING POE” MOVIE TRAILER (2015)

**Responsibilities:** writer / director

“ELIJAH” MOVIE PITCH ANIMATIC (2014)

**Responsibilities:** storyboard artist / editor / sound designer / character design / music supervisor

“THE TELL-TALE HEART” MOVIE PITCH ANIMATIC (2013)

**Responsibilities:** storyboard artist / editor

CHASING SUNDANCE, documentary short (2011)

**Responsibilities:** producer

LAST WISH, short film (2010)

**Responsibilities:** storyboard artist / assistant editor

### VIDEOGAME EXPERIENCE

THE SEEKER, videogame (2004)

**Responsibilities:** game designer / concept artist / character designer / storyboard artist / 3D character modeler / 2D texture map artist

“OMINOUS HORIZONS” VIDEOGAME ANIMATED SEQUENCE (2004)

**Responsibilities:** writer / character designer / 3D character modeler / 2D texture map artist

JUST WAR, videogame (2003)

**Responsibilities:** game designer / concept artist

LEFT BEHIND, videogame bid (2003)

**Responsibilities:** storyboard artist / concept artist / character designer / 3D character modeler

### FINE ART EXPERIENCE

In addition to the foregoing commercial work, Dr. Jacobs has produced and sold numerous works of fine art for private collectors across the country.