

JAKE HUGHES

DIRECTOR / STORYTELLER / PRODUCER

SAN FRANCISCO BAY AREA | 650-868-1438 | JAKE.STRIDER.HUGHES@GMAIL.COM

- Experienced Storyteller, Director & Producer who can deliver multiple forms of entertainment content
- Deep understanding on how to push boundaries using technology, entertainment and story in 2D and 3D
- Conceptualized the motion comic as a new form of storytelling and marketing vehicle
- Designed and produced two robust 3D in-engine cinematic/object/camera systems

STORYSCAPE

2017-2020

Fogbank Entertainment/Fox - Managed the entire Cinematic team for a 100% cut-scene driven "Portrait mode" Narrative game. Established Directors pitch room. Worked closely with Engineers, Studio and Art Director to achieve the vision of the game while maintaining passion for Cinema and storytelling amongst the team.

STAR WARS UPRISING

2015-2016

Kabam - Re-envisioned all the cut-scenes to a higher quality bar to hit the Star Wars criteria.

DISNEY INTERACTIVE/PLAYDOM

2013-2014

Directed numerous intros for the catalog of IPs at Disney Interactive, including Pirates of the Caribbean, Marvel: Avengers Alliance, Alice in Wonderland, and two separate Star Wars titles.

LOST PLANET 3

2011-2012

Spark Unlimited/Capcom - Directed & edited over 60 minutes of Motion Captured cut-scenes, utilizing a complete Hollywood cast for full performance and body capture. Organized and tracked entire animation pipeline. Generated pre-viz in Maya and animatics in AE. Co-produced the shoot at Digital Domain, organized the shooting schedule and drafted the floor plans for the virtual/fabricated sets. Directed the entire cast in complex choreographed scene blocking. Drove a live virtual camera capture system for realistic camera performance. Directed the animation, props, lighting, sound and FX departments.

THE WALKING DEAD MOTION COMIC

2011

AMC - Pitched, produced and directed an 8 minute motion comic sequence that debuted at the 2010 Comic-Con and AMCTV.com. Worked closely with the Comic's author, AMC and the TV show's producer to promote the TV show utilizing the Motion Comic.

WATCHMEN MOTION COMIC

2007-2009

Warner Premiere - Conceptualized a new form of storytelling: the Motion Comic. Pitched the Watchmen Motion Comic to director and producers of the live action movie. Worked closely with Warner Brothers, DC Comics and the filmmakers to create, produce and direct a 6 hour, fully animated motion comic of the entire comic book, the 2 hour live orchestral music score and 5.1 surround mix over a 16 month period. Managed animators across the US, negotiated and oversaw overseas art production team. The Watchmen motion comic was released episodically on iTunes, and a stand-alone DVD/Blu-ray featuring just the Motion Comic as well as packaged with special box sets with the live action movie.

AFTERBURNER

ANACHRONOX

BLOOD OMEN 2

DAIKATANA

DEUS EX 1 & 2

ED WOOD

LOST PLANET 3

PROJECT: SNOWBLIND

SOUL REAVER 2

STAR WARS UPRISING

STARSHIP TROOPERS

STORYSCAPE

TANGLED

TOMB RAIDER LEGEND

TREMORS 2

THIEF 3

WATCHMEN

THE WALKING DEAD

WHIPLASH!

JUICEFILMS.COM

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CRYSTAL DYNAMICS

2001-2006

PROJECT: SNOWBLIND - Re-imagined new storyline to re-brand a new IP using all existing game assets in very short timeline. Directed Cinematics & animation/set/music team & scripted many of the in-game cut-scenes. Designed ambient BG life system using cinematics editor. Co-designed intro attack sequence. Conceived, scripted & edited intro FMV.

WHIPLASH! - Ushered in a new in game 3D cinematic editor. Directed writer, set creators & outsourced animation team. Co-directed & cast local actors for game VO. Scripted all in-game cut-scenes. Edited trailer. Created new cut-scenes for "Whiplash: the Game, The Movie" Machinima DVD.

DEUS EX 2 - Designed, directed, storyboarded & created the animatic for the pre-rendered intro. Storyboarded end-game cinematics.

Edited numerous online trailers for many of the Eidos game titles.

ANACHRONOX

1997-2001

ION Storm - Oversaw entire production. Directed art, sound & design team. Produced, directed & scripted all of the cut-scenes, spells and monster attacks. Directed the music & VO acting. Story editor. Designed & scripted rail mini game. Designed dungeons. Designed a fully robust in-game 3D cinematics editor. Edited all of the online marketing trailers. Winner of GameSpot 2001 Award for Best Story. Ranked by PC Gamer as 6th Funniest Game of All Time in October 2003 issue. Edited the cut-scenes into 'Anachronox: The Movie' Machinima. The Machinima movie version has been featured in many digital film festivals in the U.S., Germany, Korea & Paris.

BONUS CONTENT

Voting member for games and film for BAFTA

Anachronox Machinima has been featured at the Yerba Buena Center for the Arts: Bang the Machine: Computer Gaming Art and Artifacts, The Museum of Moving Image, S.F. MOMA

Guest Lecturer at Stanford University, San Jose State University and S.F. MOMA

Anachronox: The Movie awarded Best Picture, Best Writing and Technical Achievement by the Academy of Machinima Arts and Sciences (2002)

Whiplash!: The Movie awarded Best Director by the Academy of Machinima Arts and Sciences (2005)