

Kevin Geiger

Award-winning creator, director & producer

Kevin Geiger is an award-winning artist, storyteller, futurist and TED speaker developing content across technologies including traditional media, computer graphics, virtual reality and artificial intelligence. Kevin has built an innovative international career spanning four decades – in roles ranging from artist, animator, consultant, entrepreneur, professor, director and producer to executive.

Kevin's professional career began at Boss Film Studios in Los Angeles under the mentorship of STAR WARS supervisor Richard Edlund. At Boss Film Studios, Kevin co-developed 3D CGI character work for SPECIES, the first feature film to direct a digital actor in real-time.

Shortly thereafter, Kevin joined Disney Feature Animation to create digital characters for the groundbreaking STEADFAST TIN SOLDIER segment of FANTASIA 2000. Kevin was subsequently appointed as a founding member of WDA's Digital Visual Development Department, where he contributed to projects including Disney's cutting-edge digital human initiative on GEMINI MAN. Kevin's innovation and leadership on films such as DINOSAUR and REIGN OF FIRE culminated in his role as CG supervisor on CHICKEN LITTLE, where his team established a new digital pipeline while retraining dozens of traditional artists and setting a new standard for cartoony 3D animation.

After supervising 3D character R&D and pipeline on TANGLED, Kevin left Disney in 2007 to pursue his independent ventures as an award-winning animation producer and director of the non-profit Animation Co-op. He consulted on successful international animated feature productions, including Africa's first stereoscopic animated feature ZAMBEZIA, and China's first international stereoscopic animated feature LEGEND OF KUNG FU RABBIT. Kevin has also advised the China 3D Film & TV Association, the Beijing Film Animation Association, the Beijing Film Academy, and the Visual Effects Society.

In 2009, Kevin co-founded Magic Dumpling Entertainment in Beijing, developing independent Chinese content for global markets (including eventual Golden Horse Best Animated Feature nominee DR. SUN). This led to his return to The Walt Disney Company in 2012 as VP & Head of Creative, where he founded Disney's Greater China Local Content team, developed a slate of original & adapted local animation & live-action properties, and produced four popular local broadcast series in China, including Disney's first Chinese TV co-production: BAN JIN BA LIANG, which premiered at #1 on CCTV's kids channel.

Throughout his career, Kevin has maintained active involvement with the next generation of talent as a 12-year instructor at Cal Arts, the first foreign guest professor at the Beijing Film Academy's Animation School, and the recipient of the 2011 Beijing Great Wall Friendship Award.

In 2015, Kevin left Disney to resume his independent ventures, developing animated features and immersive media at Magic Dumpling while launching the Beijing Film Academy's International Animation & Virtual Reality Research Center as Executive Director and new Digital Media School as Acting Vice Dean. In 2017, Kevin founded Peewee Frog, a children's content development & publishing company.

Kevin relocated from Beijing to Taipei amid the COVID-19 outbreak of 2020 and taught as an animation professor at Taipei National University of the Arts in 2021 and 2022. He co-founded tellretell in Taiwan in 2021, where he works as a Director, Executive Producer and Head of Strategy across a diverse slate of animated transmedia content, while speaking in forums ranging from elementary schools to TED.

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Experience

Co-Founder, Executive Producer & Head of Strategy - tellretell

Jan 2021 - PRESENT | Taipei

Co-Founder of tellretell (得易創意有限公司), a Taipei-based animation development & production studio synthesizing traditional techniques with contemporary technologies to deliver a "one source, multi-use" content strategy. As Executive Producer & Head of Strategy, currently developing and producing a diverse slate of original animation IPs, ranging from the kid-friendly comedy series DREAM CATS, to the four-quadrant fantasy adventure HIDDEN IN THE PEACH BLOSSOM GARDEN, to adult-oriented sci-fi fare such as ORION DSSR and WHISPERS IN THE VOID.

Owner - Peewee Frog

Aug 2017 - PRESENT | Taipei

As founder & Creative Director of Peewee Frog and a member of the Society of Children's Books Writers and Illustrators, have published five children's books including award-winning THE EARLY BIRD GETS THE WORM, BONNY BUNNY'S BABY BROTHER, O IS FOR OCEAN, TEN and GRANDPA GROUNDHOG.

Animation Professor - Taipei National University of the Arts

Feb 2021 - Jan 2023 | Taipei

Developed and taught an array of courses including: "Animation Aesthetics", "Experimental Animation Workshop", "Fundamental Life Drawing II", "History of Animation I", "History of Animation II", "Independent Production III", "How Hollywood Works: Survival Skills for Content Creators" and "The Future of Animation: Interactive, Immersive, Intelligent".

Founder - Neural Stew

Jan 2019 - Dec 2020 | Taipei

Responsible for organizational vision, direction, and operation of Neural Stew: an interdisciplinary collective exploring the cutting edge of intelligent, immersive entertainment.

Partner - Magic Dumpling Entertainment

Nov 2015 - Dec 2020 | Beijing

At Magic Dumpling (Beijing) International Cultural Media Corporation, Ltd. (aka Magic Dumpling Entertainment), developed content for the world's largest entertainment companies and created Disney's first original animated Chinese co-production: BAN JIN BA LIANG, which premiered at #1 on CCTV's kids channel. Magic Dumpling Entertainment developed high-quality Chinese animated features, augmented reality, and virtual reality content.

Executive Director, International Animation & Virtual Reality Research Center - Beijing Film Academy

Nov 2015 - Oct 2017 | Beijing

Founded & directed the Beijing Film Academy's International Animation & Virtual Reality Research Center - advancing the art of animated and cinematic storytelling in immersive media including virtual reality, augmented reality, and mixed reality. Responsible for organizational operations, events, and project development.

Distinguished Professor & Acting Vice Dean, Digital Media School - Beijing Film Academy

Sep 2016 - Aug 2017 | Beijing

Responsible for strategic planning, curriculum design, logistics, staffing, and lectures related to the formation of the Beijing Film Academy's new Digital Media School. Negotiated an agreement for the Beijing Film Academy's Jaunt China Cinematic VR Lab. Lectured at conferences and met with partner institutions.

VP & Head of Creative, Local Content, Greater China - The Walt Disney Company

Nov 2012 - Aug 2015 | Beijing

Founded Disney's Greater China Local Content unit. Assembled a world-class Chinese content development team of two dozen staff and additional freelancers in Beijing. Introduced Disney creative processes & standards, presented at Chinese media conferences, engaged in community outreach with Chinese schools & institutions, and consulted on local productions. Developed 10 original & adapted local animation and live-action properties and produced 4 popular local broadcast series in China, including Disney's first Chinese TV co-production: BAN JIN BA LIANG, which premiered at #1 on CCTV's kids channel. Founding member of the Disney Greater China Strategic Foresight team.

President & CEO - Magic Dumpling Entertainment

Jan 2009 - Oct 2012 | Beijing

Responsible for the strategic planning & oversight of all aspects of company operations and content creation for Magic Dumpling Entertainment - an original IP development company specializing in East/West transmedia co-productions, with a focus on animation.

Guest Professor - The Beijing Film Academy

Oct 2008 - Oct 2012 | Beijing

As the first foreign guest professor at the Animation School of the Beijing Film Academy, conducted classes & seminars in creative development and business development for the entertainment industry. Recipient of the 2011 Beijing Great Wall Friendship Award for academic and professional excellence in the animation field.

President & CEO - Animation Options LLC

Jul 2007 - Nov 2011 | Los Angeles / Beijing

Provided comprehensive animation development, management, production, and distribution consultation to studios and schools around the world. Was a technical consultant to Africa's first stereoscopic animated feature film ZAMBEZIA, and China's first stereoscopic animated feature film LEGEND OF KUNG FU RABBIT.

Director & Co-founder - The Animation Co-op

Jul 2003 - Dec 2008 | Los Angeles

Co-founded and directed a non-profit organization supporting independent animation production, with a collaborative database of 12 branches in cities around the world. Organized & conducted events including professional mixers, lectures, and pitch sessions for groups of up to 200 participants.

President & CEO - Simplistic Pictures LLC

Jan 2000 - Dec 2008 | Los Angeles

Co-created & produced the award-winning independent animated short film, HENRY'S GARDEN, while developing a slate of animation IPs.

Experimental Animation Faculty - California Institute of the Arts

Jan 1996 - Oct 2007 | Valencia, CA

Conducted weekly evening courses in computer animation and digital applications within the Cal Arts School of Film/Video, encompassing a wide range of technical and aesthetic issues.

CG Supervisor (Production Technical Director I) - Walt Disney Animation Studios

Mar 2001 - Jun 2007 | Burbank

Developed, organized, and supervised 3D character & environment production, animation pipeline, and character finaling on Disney's first full CG feature animated film, CHICKEN LITTLE - including training and managing a team of 30+ artists & technicians while retraining dozens of traditional animation artists and setting a new standard for cartoony 3D animation. Gave presentations on process & results at SIGGRAPH 2004 and FMX 2005. Subsequently led 3D character R&D for the animated feature film, TANGLED.

Character TD Lead (Production Technical Director I) - Walt Disney Animation Studios

Mar 1999 - Mar 2001 | Burbank

Led the teams providing R&D, production, and supervision of character muscle, skin, and simulation behaviors for the feature films REIGN OF FIRE and WILD LIFE (unreleased). Contributed to R&D projects including Disney's cutting-edge digital human initiative on GEMINI MAN.

Digital Modeler / Character TD - Walt Disney Animation Studios

Sep 1995 - Mar 1999 | Burbank

Provided 3D character modeling and rigging on FANTASIA 2000, ATLANTIS, DINOSAUR, and KINGDOM OF THE SUN (unreleased) - including Disney's first CG lead characters. Appointed as a founding member of WDFA's Digital Visual Development Department.

Digital Artist - Boss Film Studios

Jan 1995 - Sep 1995 | Los Angeles

Provided 3D character modeling, animation, lighting, and compositing for SPECIES, the first feature film to direct a digital actor in real time.

Graduate Teaching Associate - The Ohio State University

Sep 1992 - Dec 1994 | Columbus, OH

Conducted undergraduate classroom instruction in foundation drawing and design. Was only the second Art student in the history of The Ohio State University to win a Graduate Teaching Associate Award.

Education

MFA, Computer Graphics - The Ohio State University

Sep 1992 - Dec 1994 | Columbus, OH

Recipient of an OSU Graduate Teaching Associate scholarship, an OSU Graduate Teaching Associate award, and an OSU Department of Art travel grant.

BFA, Painting & Sculpture - The Cleveland Institute of Art

Sep 1984 - May 1989 | Cleveland, OH

Annual scholarship recipient five years straight. Recipient of an Agnes Gund Traveling Scholarship.

Diploma - Saint Ignatius High School

Sep 1980 - May 1984 | Cleveland, OH

Honors student.