

JON LEONOUKAKIS

Executive Creative Producer • Media + Experiences

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EXPERIENCE – Featured Projects

Producer. Spaces (2017)

Led multi-discipline team in the execution of complex, fast-track presentation of bleeding-edge virtual reality themed entertainment project.

Executive Producer. Evzone Media & Experiential. (2005 – 2017)

Executive Producer, *The Sweet Spot: A Treasury of Baseball Stories*. Led the first indie studio to create a channel dedicated to baseball to debut on multiple streaming platforms (Amazon, Roku and Vimeo on Demand). Producer/director of the channel's documentary series.

Writer-Producer. Big Buddha Baba / Los Angeles Dodgers (2016)

Co-creative leader on top-secret project for the Los Angeles Dodgers at Dodger Stadium.

Producer. The Hettema Group (2014)

Served as producer for large-scale themed entertainment project for leading entertainment company. Responsible for leading and managing artists, writers, model makers and outside vendors during design phase.

Producer. Disney Consumer Products/Walt Disney Imagineering.

Disney PLAYMATION (2012-2013)

Led multidiscipline team in complex, rapid prototyping, producing large-scale, bleeding edge lab demo presentations for top-level Disney executives, corporate partners, and internal staff. Built project team from scratch, created and managed budgets and schedules, including design, production and delivery of animation, audio assets and playtesting with guests.

Producer. Software Development (2008-2012). Derivative, Inc.

Team leader with international software developer, featuring proprietary software authoring tool for building interactive 3D art, visualizations, prototypes, and user interfaces. Producer and client liaison for large-scale, cutting-edge attractions for the Disney theme parks and special venues worldwide. Responsible for project and client management.

Show Producer, Main Show and Pre-Show, Monster's Inc. Laugh Floor,

Walt Disney Imagineering, Magic Kingdom, Walt Disney World. (2005-2008)

Responsible for producing main show, 3D CGI real-time animation and software, and related media assets. Led creative team in content development for show writing, character design, and cast training and development. Assisted in implementing queue line text messaging component and pre-show media. Worked closely with Pixar and all project disciplines.

Head of Production, Science Fiction Museum and Hall of Fame,
Big Buddha Baba Productions. (2003-2005)

Led a staff of 20 at a company charged with producing interactive experiences and 30 "mini-documentaries" for the Science Fiction Museum and Hall of Fame in Seattle. Managed research staff, graphic artists and designers, video editors, segment producers, and team support members. Responsible for creating and maintaining budgets/schedules and acted as production manager and AD for in-field interview shoots with key talent such as George Lucas, Steven Spielberg, James Cameron, and Ray Bradbury.

Producer, The Wrecking Crew – Documentary Feature
Lunchbox Entertainment. (1996, 2002-2008)

Charged with creative/content development of hit docu feature chronicling the story of "The Wrecking Crew," an elite group of Hollywood studio musicians who were the band on hit records from 1957-1972. Participated in field shoots and reviews of cuts.

Show Producer. Walt Disney Imagineering, Concept/Design Discipline.
(1997-2001, 2005-2008)

100 Years of Magic: (2000-2001)

Walt Disney: One Man's Dream: A walk-through interactive multimedia experience, exploring the life and legacy of Walt Disney via rare archival film, video, stills and audio, art, graphics, objects, and artifacts. Responsible for creative management of all art, graphic, archival images, media design and production, media research and acquisition, legal clearances for images and music, vendor management, and operations training.

Discover the Stories Behind the Magic of Walt Disney: an interactive kiosk experience featuring stories of Walt Disney and how he inspired attractions at Walt Disney World. Responsible for creative management of software development, media design and production, kiosk design, software playtesting, and operations training.

Millennium Village at Epcot (1998-1999).

Managed the design, production, and installation of exhibits for the United Nations, British Airways, Brazil, Scotland, Saudi Arabia, Chile, US Dept. of Agriculture, Israel, and The World Bank. Covered media design and production, software development, playtesting, media acquisition and clearances, art and graphic design. THEA award winner.

EDUCATION: B.A./Communication Arts, Loyola Marymount University,
Los Angeles, Ca.; Emphasis: film and television production.

LECTURES: Pasadena Art Center of Design, Azusa Pacific University
University of San Francisco, Union College of New York,
The Cooperstown Symposium on Baseball & Culture

AWARDS: 2000 THEA for Outstanding Achievement – Attraction, for EPCOT's Millennium Village
2008 Audience Award for *The Wrecking Crew*, Seattle International Film Festival
2008 Best Documentary Award, *The Wrecking Crew*, Idaho Film Festival, Rhode Island Film Festival,
Barbados Film Festival, Rome International Film Festival
2014 Award of Merit, *The Day the World Series Stopped*, Accolade Film Festival
2015 Spotlight Documentary Silver Award, "Hano! A Century in the Bleachers"