

JASON GRAY

Filmmaker | Multimedia Artist | Immersive Storytelling

Baltimore, MD

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ARTIST PROFILE

Jason Gray is a Baltimore-based filmmaker and multimedia artist working at the intersection of immersive storytelling, emerging technology, and participatory narrative centered on human experience. His practice spans film, XR (VR/AR), 360° media, and volumetric capture, exploring memory, place, identity, and access through spatial and interactive forms. Rooted in cinematic language yet extending into experimental and installation-based media, his projects invite audiences into active engagement rather than passive viewing.

ARTISTIC PRACTICE

Founder / Creative Lead — Story Hut LLC (2019–present)

Develops immersive and experimental media works using VR, AR, 360° video, AI-assisted workflows, and volumetric capture. Directs and produces narrative, documentary, and hybrid projects designed for interactive and spatial contexts. Leads small creative teams through concept development, production, and exhibition-ready delivery.

SELECTED EXHIBITIONS, SCREENINGS & CURATED PROGRAMS (REVERSE-CHRONOLOGICAL)

Peabody Ballroom Micro-Festival, George Peabody Library, Baltimore (2026)

Screening of three directed works: *Baltimore Beautiful Symbols VR* (360° immersive experience, 2023), *Baltimore Beautiful Symbols* (2023), and *Into the Light* (2021).

War Up Close — Curator (2024)

Immersive VR exhibition presented in collaboration with Johns Hopkins University and MICA Film Centre.

Into the Light: A Trip Through Baltimore Ballroom (co-director)

SNF Parkway Theatre, Baltimore (2024); Community College of Baltimore County, Essex (2024); Maryland Film Festival — Official Selection (2020).

EDUCATION

M.A., Immersive Storytelling & Emerging Technology — Johns Hopkins University

B.A., Film & Video — University of Maryland, Baltimore County