
Chris Johnson

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SUMMARY

- Astute and experienced leader, with communication skills that reflect positive professionalism, and a desire to efficiently and effectively complete projects to a team's overall benefit and satisfaction
- Passionate about using knowledge and experience gained to streamline process, overcome development challenges, and mentor others in development activities
- Supervised and managed multiple reports, delegating with and between varying disciplines, resulting in successfully completed projects from inception to release, on time, within given constraints, and to high levels of quality
- Accomplished developer of multiple interactive titles, running a wide gamut of genre, styles, and target platforms

"I can totally recommend working with Chris. Apart from his high level of competence in game animation, he's an incredibly useful, all-around problem-solver on game design and development issues. Chris is a veteran game developer who has seen all aspects of the process, and it's a huge bonus, improving all aspects of the process."

--Austin Grossman, Director of Game Design and Interactive Storytelling at Magic Leap

PROFESSIONAL EXPERIENCE

CONSULTANT – ART PRODUCTION/MANAGEMENT/REALTIME ANIMATION

Self-Employed, 2006 – present

Select Clients/Roles:

- **Magic Leap – Real-time Animation Lead/Technical Animation and Development Consultant** - Instrumental to the recovery and completion of an ailing project intended to aid in the development of an Augmented Reality SDK by consulting first-time developers on best practices for asset creation and implementation for interactive projects, rapidly implementing new technical direction and scheduling for needed character assets, as well as providing said assets. Resulted in successful delivery of a greenlight build of the demo for internal review, and the project being allowed to successfully complete development
- **Seven2/Nickelodeon – Character Animation Freelancer/Consultant** – Delivered animation assets for various new characters and scenario for a Downloadable Content update for 'Paw Patrol: Rescue Run', including completely new playable characters and in-game cinematics/antics. Developed look for character new to the franchise, which was introduced via the game update.
- **Unity Technologies – Real-time/Technical Animator and Development Consultant** – Consulted with engine development via creating and implementing assets for real-time demo projects both for Unity as well as Qualcomm in the testing and marketing of Unity 5.x and Snapdragon mobile processors. Also assisted in troubleshooting, QA, and establishing best-practices for creation of game projects in the pre-release versions of the Unity 5.0 toolset.
- **RunWilder Entertainment – Character/ Technical Animation and Art/Animation Manager** – Consulted startup, first-time developer client in creation of mobile projects, providing development insight, schedule forecasts based on known information, and predictions on budget needs. Also was involved directly with the active development of the project, completing *Burt Destruction* on time with a minimally-staffed team
- **smArtist/Zynga-East (Baltimore) – Art Production and Management, Offsite** - Was contracted to help manage art and development assets provided by two different off-shore asset-creation houses. Provided diligence on delivered assets for both technical and aesthetic needs, providing feedback for reworks as needed. Upon release, this project peaked with 3.8 million Daily Active Users (DAU).
- **Iron Galaxy – Animation Consultant** – Designed and developed character assets for *Wreckateer*, the studio's first original IP, assisting the art department which at that time was offsite, based in San Francisco.
- **Phosphor Games Studio – Cinematic Animation and Development Consultant, Multiple Titles** – Worked alongside in-house and other animators to develop a series of in-game, real-time cinematics for several Activision-published titles. Included the planning of motion capture shoots, pre-vis and animatics for delivery and approval by the publisher, and the cleanup, animation, and implementation of the assets, both motion-capture and keyframe-animated. Was also heavily involved in the cinematics and end-game scenario of Phosphor's first original IP, *The Dark Meadow*
- **NetherRealm Studios/WB Games – Animation Consultant** – Animated a variety of real-time character and environment assets for the reboot release of *Mortal Kombat*. Involved motion-capture and hand-keyed animation assets.

AI TEAM LEAD/SENIOR ANIMATOR

Robomodo, 2008-2010

- Oversaw internal staff of artists, designers, and programmers for both animation and implementation of artificial intelligence systems using in-house tools and Lua scripting. Oversaw the career development and evaluation of team members, including the mentoring of several interns that became full-time employees
- Scheduled, reviewed, provided feedback, and implemented content from external development teams concerning both AI and animation. Analyzed and identified needs and impediments in production, working with members of my team and others' to properly assess risks and resolve them to keep production as smooth as possible. Managed weekly product reviews to verify product direction and provide feedback on new feature requests and needs
- Mentored several junior and intern-level employees in development process as it pertained to the work being performed and the titles being developed
- Worked closely with programming and design disciplines to define AI needs, scheduling, and implementation pipeline. Created and maintained design and technical documentation used by both internal and external teams
- Working with Animation and Creative Director, created design and pitch documentation for several prototype projects
- Responsible for due diligence on middleware solutions, working with programming personnel to test feasibility of use for future projects
- Created hand-keyed animation and motion capture cleanup for AI and player characters on multiple projects

LEAD ANIMATOR

Red Fly Studio, 2007-2008

- Managed team of four internal animators, as well as outsourced animation teams
- Review, provide feedback, and implementation of animation resources from two outsourced animation teams, one domestic, one based in China
- Extensive collaboration with programming team to provide multiple prototypes of combat systems, as well as researching and resolving technical issues with licensed engine software
- Provide technical support, working closely with design and art personnel to assist with issues in implementation, where needed
- Create and maintain process documentation for animation pipeline
- Provide hand-keyed animation as well as animation fixes for outsourced content, where applicable

CHARACTER AESTHETICS TEAM LEAD

Breakaway Games - Austin, 2006

- Defined art and animation pipeline with regards to characters and animated environment
- Work with programming staff to define custom toolsets
- Active in interviewing and hiring of staff
- Created and implemented pre-production/prototype animation for characters and environment on pitch project
- Schedule preproduction and production milestones for studio's intended first original title, including the assessment of critical-path issues and dependencies, and developing milestone plans to minimize their impacts
- Create custom keyframe animation for 'serious' game used in medical therapy

SENIOR ANIMATOR

Surreal Software, 2000-2005

- Worked with programming staff to help test and increase functionality of in-house engine
- Take ownership of high-level character design to increase the level of engagement when played
- Worked directly with design, lead animator, and other artists to redesign and implement final boss battle scenario
- Provide keyframed animation on several titles for both cinematic and in-game use
- Designed, created, and implemented early company logo "splash screen"
- Provided animation support for other publisher studios' projects as needed

MODELER/ANIMATOR

Early Career, 1997-1999

- 3D Realms Entertainment
- Ion Storm

SKILLS/KNOWLEDGE

- **Development OS/Platforms:** Windows XP/Vista/7/8/8.1/10, Mac OSX

- **Target Platforms:** Unreal Engine, Unity Engine, and Various in-house engines for: PlayStation 2/3/4, Xbox/Xbox360/Xbox One, PC, Mobile (iOS and Android), Augmented Reality and Virtual Reality Experience.
- **Production Utilities:** JIRA, Shotgun, ActiveCollab, Perforce (P4V), Confluence, BitTorrent Sync, FTP/SFTP Clients, Google Apps for Business, Zoho Productivity Apps, Trello, Microsoft Office, DropBox and similar cloud utilities
- **Content Development Utilities:** Autodesk Maya, Autodesk MotionBuilder, Vicon Blade, 3D Studio MAX, Adobe Premiere, PowerDirector, Adobe Photoshop, RapidRig-Modular
- **Some Knowledge Of:** Git, Subversion (SVN), HTML, CMS (Content Management Systems – Wordpress, Blogger, etc), FaceTime Facial Animation

EDUCATION

ARGOSY UNIVERSITY - Chicago, IL

Bachelor of Arts, Psychology

UNIVERSITY OF NORTH TEXAS – Denton, TX

Studies in Radio, TV, and Film Production and Performance

COMPLETED PROJECTS

Year	Title	Publisher / Client	Position	Genre
2015	Internal Demo Projects for Magic Leap	Magic Leap	Animation Lead/ Technical Animator/Game Development Consultant	Platformer, Augmented Reality
2014	Paw Patrol: Rescue Run – Everest Update	Seven2/Nickelodeon	Senior Animation Consultant	Platformer/Endless Runner, Mobile
2013-2014	Various Demo Projects for Unity3D/Qualcomm	Unity Technologies	Real-time/Technical Animator and Development Consultant	Various
2013	Burt Destruction (iOS, Android)	RunWilder Entertainment	Animator/Technical Animator/Art Manager	Kids/Action
2012	CityVille 2 (Facebook)	Zynga East/smArtist, LLC	Art Manager/Producer - Offsite	Social
2012	Wreckateer (Xbox360 – Kinect)	Iron Galaxy	Senior Animator - Contract	Family
2012	Men In Black: Alien Crisis (Wii, Playstation3, Xbox360)	Activision	Senior Cinematic Animator - Contract	Sci-Fi/Cinematic
2011/2012	The Dark Meadow (iOS-2011, Android-2012)	Phosphor Games	Senior Animator – Contract	Horror/Adventure
2011	Mortal Kombat (Playstation3,XBox360)	WB Games	Senior Animator – Contract	Fighting
2010	Tony Hawk: Shred (Xbox360, Playstation3, Wii)	Activision	Senior Animator/AI Team Lead	Extreme Sports
2009	Tony Hawk: Ride (Xbox360, Playstation3, Wii)	Activision	Senior Animator	Extreme Sports
2008	Ghostbusters (Wii)	Atari	Lead Animator	Action/Adventure
2007	WWE Raw vs Smackdown 2007 (Nintendo DS)	Amaze Entertainment	Contract Animator	Wrestling
2006	Turbo Turtle (PC)	Believe In Tomorrow	Senior Animator	Serious/Play Therapy
2005	The Suffering: Ties That Bind (Playstation2, Xbox, PC)	Midway Games	Senior Animator	Action/Horror
2005	NARC (PlayStation 2, Xbox)	Midway Games	Senior Animator	Action
2004	The Suffering (PlayStation 2, Xbox, PC)	Midway Games	Animator	Action/Horror
2002	Drakan: The Ancients' Gates (PlayStation 2)	Sony Computer Entertainment America	Animator	Fantasy Action/RPG