

# ANNIE JOHNSON

## Multimedia Artist

2D/3D Animator | 3D Modeler | Illustrator

### CONTACT

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in /johnsanne

### EDUCATION

#### Bachelor of Arts: Digital Technology and Culture

*Expected Graduation Dec 2021*

Washington State University  
Vancouver

President's Honor Roll  
(Fall 2019 - Present)

### TECHNICAL SKILLS

#### Software

Autodesk Maya  
Substance Painter  
Adobe Suite:

- Photoshop
- After Effects
- Premiere Pro
- Illustrator
- Animate

#### Programming

HTML/CSS  
JavaScript  
jQuery  
WordPress

#### Project Management

Microsoft Office Suite  
Basecamp  
Discord  
Slack  
Zoom  
GitHub

2D/3D animator in the Pacific Northwest with 3+ years of digital animation and design experience seeking a creative and challenging environment in which to continue refining and developing skills.

### PROFESSIONAL EXPERIENCE

#### AMNESIA: Restored | <https://amnesia-restored.com/>

*2D & 3D asset creator and animator (Aug. - Dec. 2021)*

Reconstruction of the 1986 adventure game by Thomas M. Disch and published by Electronic Arts

- Referenced folio from original game to replicate as realistic 3D models using Maya. Applied textures to folio model using photographs
- Modeled and animated 3D assets for in-game use such as the Gideon Bible and many of the clothing items including the tuxedo, street clothes, and sweat suit
- Created variations of textures to collaborate with team for a chosen style

#### Ghosts in the Library | <https://vimeo.com/544276836>

*Animator (May 2021)*

3D animation of a girl who must face her fears of the ghosts following her in the library.

- Created all 3D objects in Autodesk Maya
- Modeled, textured, and rigged character
- Produced textures and other 2D elements in Photoshop
- Assembled scenes, assets, and music together in After Effects

#### Helping Who | <https://vimeo.com/602324689>

*3D Modeler/Animator (Dec. 2020)*

Animated story in 3D of a selfish owl that hogs the warmth of a barn during a snowstorm.

- Illustrated storyboard from a written script
- Modeled and textured various 3D assets in Autodesk Maya such as the owl nest, crates, barrels, fencing, hay, and grass
- Animated snow caving in using particle effects
- Collaborated with a team to combine ideas, assets, and animations

### OTHER PROFESSIONAL EXPERIENCE

#### Clark College Bookstore - Vancouver, WA

*Bookstore Clerk (2014-present)*

- Managed inventory through stocking, counting, data entry, displays, and creating SKUs for new items
- Prepared customer orders for pick up or delivery
- Communicated with team members, vendors, and customers

#### Mt. Hood Meadows - Mt. Hood, OR

*Guest Service Associate (2019-2020)*

- Handled a cash register in the rental shop
- Provided options to customers with regards to tickets, lessons, and rental gear.