

Brian Johnson

Objective

Seeking long-term employment in the games industry or as a graphic artist utilizing the many skills I have acquired through my extensive work experience.

Demonstrated Skills

- ▶ Leadership—can build a large group of diverse artists into a smooth-running team while meeting deadlines with visually stunning work.
- ▶ Problem Solving—able to solve complex problems in creative, innovative ways.
- ▶ Communication—known for ability to communicate well with other departments to ensure smooth workflow.
- ▶ Software Programs—proficient in Photoshop, Illustrator, Painter, Corel Draw, Premier, After Effects, Maya, and 3DS Max.

Experience

2007–Present Seven Studios Salt Lake City, UT

Art Lead

- ▶ Hired and managed team of artists to create quality Games ·
- ▶ Managed and/or provided content for the following games that shipped:

2007 – George of the Jungle - DS title
2008 – Six Flags Fun Park, - DS and Wii
In Progress:
2009 – Scratch – Wii, Xbox 360
2009 – Space Camp - DS title

1993–2006 Access Software/Microsoft/Indie Built Salt Lake City, UT

Art Lead - Art Director

- ▶ Hired and managed multiple teams of artists to create quality Games
- ▶ Managed art department assets: software and hardware
- ▶ Managed and/or provided content for the following 10 games that shipped:

2005 - Firethorn (working title for next version of Links - Xbox 360)
2005 - Amped 3 - Xbox 360
2003 - Amped 2 - Xbox
2003 - Inside Pitch - Xbox
2003 - Links 2003 - PC title
2001 - Amped Freestyle – Xbox
2001 - Links 2001 – PC title
2000 - Links LS – PC title
1999 - Links Extreme – PC title
1998 - Tex Murphy “Overseer” - PC title
1996 - Tex Murphy “Pandora Directive” – PC title
1994 - Tex Murphy “Under a Killing Moon” - PC title

Experience cont'd:

1992-1993 LPK Cincinnati, OH

Package Design

Worked on national brands to provide a fresh look to their packaging.
Trained art staff on new graphics software.
Provided technical support for graphic programs.

1985-1992 Wasatch Computer Technology Salt Lake City, UT

Art Director - Software Training

Directed a team of artists in a studio, set up to provide graphics as well as test graphic software.
Traveled extensively promoting software and providing on site training.
Wrote and executed training manual to insure proper use of software.

1974-1981 Auerbach's Department Store Salt Lake City, UT

Director of Visual Merchandising

Directed a team of artists to install interior and window displays bi-weekly rotation cycle for for four stores along the Wasatch Front
Designed and installed interior and window displays to promote merchandise.
Designed and installed all store signage.

Education:

1981-1983 Utah Technical College Salt Lake City, UT

Major: Illustration and Design.

1973-1974 Southern Utah University Cedar City, UT

Major: Fine Art and Design

Honors & Awards:

1990 - Showing of computer illustrations, Loge Gallery, University of Utah.

1987 - Illustration chosen for the National Computer Graphics Assoc. poster.

1983 - Student of the Year for the College of Trades and Industries.

1983 - Third Place Commercial Art, United States Skill Olympics, Kentucky.

1983 - First Place Commercial Art, Utah State Skill Olympics

References:

Richard Reagan - Creative Director Electronic Arts Salt Lake (801) 693-3196

Cindy Still - Utah Press Association (801) 308-0268

Scott Perry - Freelance Illustrator / Designer (801) 455-4818

Ernie Doose - Director of Arts Incorporated (801) 328-3883