



# Johnny Perkins

DIGITAL ARTIST

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## Software & Skills

### 3DS Max

- High & low poly modeling
- UV unwrapping
- High poly to low poly baking

### Photoshop

- Diffuse, normal, specular and ambient occlusion texture map creation
- Painted and photo realistic style texture creation

### Mudbox

- High poly sculpts for low poly normal map creation

### Unreal Development Kit

- Level design
- Art asset population
- Static mesh importation
- Material creation
- Environment lighting

### UNITY Game Development Tool

- Model importation
- Material creation
- Level design
- Environment lighting
- Project build deployment

## Summary of Experience

Multiple years of experience in digital art creation and game development, including efficient creation of high and low poly 3D models, texture and procedural map creation. Sculpt high poly models for use in normal map creation and knowledge of multiple current generation game engines.

## Industry Experience

### City of Might - Social, Strategy Game - FaceBook- 2011

- Created 3D assets and texture maps with 3D Studio Max and Photoshop
- Designed and created user interface elements
- Developed animations for and effects for in-game use and promotional materials

### MyVineyard - Social, Casual Game - FaceBook - 2011

- Created 3D assets and texture maps with 3D Studio Max and Photoshop
- Designed and created unique user interfaces for multiple mini-games
- Created seasonal, holiday, and regional content releases

### Project Death Race - Game Prototype - Unreal Development Kit - 2010

- Created environment assets with 3DS Max, Mudbox, and Photoshop
- Designed, modeled, sculpted, textured, and rigged a vehicle for the project
- Contributed to the creation and design of the race track
- Populated level with static meshes and BSP's

## Employment History

### The Walt Disney Company - Disney Interactive Media Group - Playdom Artist 2011-Present

Digital artist on the content development team. Duties include 3D asset and texture map creation. UI Design, creation and implementation. Game concept creation and feature design.

### Lionbridge Test Engineer 2005 - 2011

Perform Microsoft installer defect tracking. Test printer firmware. Manage defect reproduction and documentation. Oversee quality control for Hewlett Packard's "All in one" printer division. Design and update documents and Excel spreadsheets for various development teams.

## Education

### The Art Institute of California - San Diego

Bachelor of Science - Game Art & Design  
Graduated May 2007