

JOHNSON

THE ART OF CHRIS JOHNSON.COM

I am a visual artist. Using new and traditional media, I explore postmodern values. I want to challenge notions of self, and our relation to history tied to the superficial narrative of nationalism. I am exploring the perspective of otherness experienced daily by many Americans and others around the world. My current media focus is on Digital Paint, Art Animation, 3D Installation Art, and Interactive Graphics including virtual reality.

EDUCATION

BS in Digital Animation

Middle Tennessee State University 2008

└ Extra Curriculum

Professor's assistant
Stop Motion Animation class

Fine Arts & Philosophy Courses

Ringling College of Art & Design 2005

CORE SKILLS

Digital & Traditional Painting
Digital & Traditional Illustration
3D Modeling
2D Animation
Storyboarding
Concept Art
Stage Production
Stage Prop and Set Design
Puppet Making
Stop Motion Animation
Photography
Game Design
Virtual MMO Design
Graphic Design

SPECIALIZED SOFTWARE

CC Adobe Design Premium
CC Adobe Production Premium
Maya 2014

LANGUAGES

Conversational Spanish
English

SELECTED WORK

Independent Artist 2008 - Present

- › Personal work for sale @ <https://society6.com/theartofchrisjohnson>
- › Contract work for TN-based non-profit Conexión Américas
- › 2D Motion Graphic for Sesame Street®
- › 2D hand-drawn animated commercial for the US Army
- › Concept character design for NHL® Nashville Predators' game Ad

Graphic Artist (Full-Time)

Saint Leo University (12/2015 - 02/2017)

Responsible for creating graphics for online education programs, including: graphic design, illustrations, and motion graphics.

Instructor (Part-Time)

Elite Animation Academy (05/2015 - 12/2015)

Offered a unique curriculum, bringing real life experiences to the classroom.

Taught classes like:

- › Character Design
- › 2D Flash Animation
- › Digital Painting
- › Maya 3D Animation

Lead Graphic Artist Assistant (Pro Bono)

The Dali Museum (11/2014 - 05/2015)

- › Fundraising advertisement design
- › Merchandise photography & photo editing
- › Brochure design
- › Marketing campaign illustration

Lead Illustrator/Animator (Full Time)

QuaverMusic.com (08/2009 - 06/2014)

- › Authored & streamlined the graphics production pipeline
- › Introduced stable art workflow protocols
- › 2D vector & raster lead Illustrator
- › Maya 3D modeling for questing game
- › Digital painting for web applications and games
- › Avatar design & avatar clothing/accessories design
- › User interface & game design
- › Stop Motion Animation & multiple 2D cut out animations
- › Pre-production storyboards