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Alex Johnson - 3D Artist/Animator

A traditionally trained and highly creative artist and animator, with 6 years professional experience. Art, music and media savvy, with a passion for video games and a strong desire to achieve the highest possible artistic standards.

Software

- 3D Studio Max
- Adobe Photoshop
- Zbrush/Mudbox
- After Effects/Premier
- Vray
- Unity Games Engine

Skills

- High/Low Poly Modeling
- Character Animation
- Character Rigging
- UV mapping and Unwrapping
- Diffuse, Specular and Normal Mapping

Work History:

(Full time)2008 – Present Architectural Visualiser – SLR Consulting LTD

Responsible for creating 3D content for real-time and pre rendered visualisation.

Experience in coordinating other team members and implementing innovative software and efficient real-time production techniques.

(Freelance)2008 - Present Undertaken more creative projects in free time including several successful music videos which have received substantial airplay on MTV, MTV2 and NME TV stations.

(Freelance) April 2011 - Present

Project - "**iKill : Zombie**" - Android / iPhone

Game Designer / 3D Character Artist / Character Animator

(Freelance)September 2010

Client - "Mammal Club"

Project - "**Mammal Club**"

3D Artist / Character Animator (robotic) / Post production - Creating 3D animated content for music video.

(Freelance)September 09

Client - "Everything Everything" - <http://www.everything-everything.co.uk/>

Project - "**My Keys, Your Boyfriend.**"

3D Artist / Animator / Post production - Creating 3D animated content for music video.

(Freelance)March 09

Client - "The Green Estate" <http://www.greenestate.org.uk/>

Project - "**Biodiverse Roofing**"

Visualization Artist - Producing 3D Cross Section Diagram for website.

(Freelance)December 08

Client - "Everything Everything" - <http://www.everything-everything.co.uk/>

Project - "**Photoshop Handsome.**"

3D Artist / Creature Animator / Post production - Creating 3D animated content for music video.

(Freelance)November 08

Client - "Everything Everything" - <http://www.everything-everything.co.uk/>

Project - "**Suffragette Suffragette.**"

3D Artist / Animator - Creating 3D animated content for music video.

March 08

Client - "**BAE Systems**"

3D Visualization Artist / Animator - Producing animated 3D visualization showing a proposed factory layout.

2006 - 2007 - *Client* - "Gameworld 7" <http://www.gw7.co.uk/>

Project - "**Juiced 2**" - Xbox 360 / PS3

3D Artist - Modeling, UV layouts and texturing

Project - "**TT superbikes 2**" - PS2

3D Environment Artist - Modeling, UV layouts, Texturing

2006 - 2008 - *Client* - "Brain in a Jar" <http://www.braininajar.co.uk/>

Project - "**Indianapolis 500 Evolution**" " - Xbox 360 / PS3

3D Character Artist - Concept, modeling, UV layout and texturing

Project - "**Raceway: Stock and Drag**" " - PS2

3D Environment Artist - Game environment design, modeling, UV layout and texturing.

Project - "**Captain Scarlet**" - PS2

3D Environment Artist - modeling, UV layout and texturing.

Project - "**Alpha Teens on Machines**" - PS2

3D Character/Prop Artist - Vehicle mounted weapons - concept, modeling, UV layout and texturing.

Education:

University of Teesside 2002-2005- 2.1 BA. (Hons) Computer Games Design

A Level - Art, Product Design, Music Technology

ABRSM Piano : Grade 8

Personal Details:

Expert in downhill/freestyle mountain biking, have competed at a national level, and raced in world class international events including the world (in)famous Megavalanche.

Published photographer having had had images printed in Mountain Biking UK Magazine.

An experienced musician, playing piano and guitar to a very high standard