

# ABBY JEAN JOHNSON

ENVIRONMENT ARTIST

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## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN

B.F.A IN INTERACTIVE DESIGN AND GAME DEVELOPMENT & MINOR IN ARCHITECTURAL HISTORY

GRADUATED WITH HONORS - CUM LAUDE

SAVANNAH, GA - SEPTEMBER 2016 - JUNE 2020

## EXPERIENCE

### THE CONTAINER STORE

VISUAL MERCHANDISER

TIGARD, OR - OCTOBER 2021 - PRESENT

- ORGANIZED THE UNLOADING OF WEEKLY TRUCK DELIVERIES AND STOCKED INVENTORY
- AIDED THE VISUAL MANAGER WITH REWORKING SECTIONS IN THE STORE
- MAINTAINED KNOWLEDGE ABOUT PRODUCTS AND SERVICES OFFERED TO ASSIST CUSTOMERS

### CUI CUI - CAPSTONE

ART LEAD / ENVIRONMENT ARTIST

SAVANNAH, GA - SEPTEMBER 2019 - JULY 2020

- DEVELOPED A PROJECT MANAGEMENT SYSTEM TO TRACK ASSETS THROUGH THE PIPELINE
- ESTABLISHED AND MAINTAINED A UNIFORM ART STYLE THROUGHOUT THE PROJECT
- MODELED AND TEXTURED ARCHITECTURE AND PROP MODELS

### TAHUL - SIGGRAPH VR THEATER PROJECT

SPRINT LEAD / ENVIRONMENT ARTIST

SAVANNAH, GA - JANUARY 2020 - JULY 2020

- LED SMALL SCRUM TEAMS WITH BI-WEEKLY SPRINT TASKS
- DESIGNED, SET DRESSED, AND LIT THE VR MENU LEVEL'S ENVIRONMENT
- OPTIMIZED THE VR MENU LEVEL FOR STEADIER AND HIGHER FRAME RATE

### JUMPY N' STOMPY - GLOBAL GAME JAM

ART LEAD / ENVIRONMENT ARTIST

SAVANNAH, GA - JANUARY 2020 - MARCH 2020

- DESIGNED A UNIQUE ART STYLE AND COLOR PALETTE THAT WAS DOABLE WITHIN THE GAME JAM TIME LIMIT
- GUIDED AN ART TEAM OF FOUR ARTISTS TO KEEP A CONSISTENT STYLE OF MODELING AND TEXTURING
- MODELED AND TEXTURED ARCHITECTURE AND PROP MODELS

## SKILLS

- ARCHITECTURE & PROP MODELING
- ENVIRONMENT DESIGN & SET DRESSING
- UV LAYOUTS & TEXTURING
- UNREAL MATERIAL BLUEPRINTS
- ART DIRECTION
- AGILE PROJECT MANAGEMENT

## AWARDS

- SCAD GLOBAL GAME JAM  
**BEST IN SHOW** - JUMPY N' STOMPY FEBRUARY 2020
- INTEL UNIVERSITY GAME SHOWCASE  
**FINALIST** - CUI CUI APRIL 2020
- SCAD 2020 ENTELCHY AWARD  
**3RD PLACE IN ENVIRONMENT ART** - CUI CUI JUNE 2020

## PROGRAMS

- MAYA
- ZBRUSH
- UNREAL
- UNITY
- PHOTOSHOP
- ILLUSTRATOR
- SUBSTANCE PAINTER
- PERFORCE