



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 product during truck day into departments to get worked out smoothly
- Aided the visual manager with reworking sections in the store
- Maintained knowledge about products and services offered

Cui Cui

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

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

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
- Perforce
- Unreal & Unity
- Substance Painter
- Adobe Suite

SOCIAL MEDIA

- www.linkedin.com/in/abbyjean
- www.artstation.com/abbyjean