

Nick Johnson

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[Professional Summary]

Skilled and versatile 3D professional with experience in a studio environment that requires the ability to work individually and contribute as part of a team. Background in high quality environmental modeling and rendering. Seeks professional opportunities in 3D art and design.

[Work History]

3D Artist / Composer

Liquid Buddha Studios, Ashland, Oregon November 2008 – Present

- Created 3D models from patent application illustrations.
- Used MEL scripting to create custom tools with user interface.
- Created Complex animated shading networks.
- HD green-screen keying, background replacements, and compositing of foreground elements using Shake.
- 3D camera tracking using Boujou.

[Software]

- 3d Studio Max
- Maya
- Photoshop
- Shake
- Final Cut Pro
- After Effects
- Boujou

[Education]

Bachelor of Science in Computer Animation, Full Sail University
Winter Park, Florida, November 2007.

Associate of Science in Computer Animation, Full Sail University
Winter Park, Florida, February 2007.