

Blake Johnson

3D Animator

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Employment History

03/2022 – 10/2022

Gameplay and Cinematic Animator, Together Labs ; WithMe

- Collaborated closely with teammates to create 4 self-animated cinematic sequences that engage and enrich the player's experience using Unreal Sequencer and Niagara.
- Produced 27 gameplay, 25 emote, and 5 dance animations using both hand-keyed and motion capture techniques, providing players with expression and identity

Education

08/2018 – 04/2022

Graduate

DigiPen Institute of Technology,

Bachelor of Fine Arts in Digital Art and Animation

Projects

08/2021 – 12/2021

3D Character and Cinematic Animator,

Cyrah's Ascent - Steam Release - The Rookies Finalist [🔗](#)

- Identified and solved issues with snake-like Enemy assets by re-animating and polishing the set, giving personality to the enemy character
- Constructed Introduction Cinematic in Unreal Engine from start to finish while incorporating team feedback to familiarize players with the world

08/2020 – 01/2021

3D Character and Cinematic Animator, Project Behemyth

- Developed Primary action and combat animations for 3rd-Person and Enemy characters emphasizing responsive and exciting combat for the player

08/2019 – 04/2020

2D Character Animator, Arc Apellago - Steam Release

- Animated both "Wizard" and "Stone Golem" enemy character sets, totaling 12 polished animations that aid in adding fluidity and believability to enemies
- Delivered 6 Hand-drawn VFX animations that notify the player of incoming attacks and changes in movement

05/2019 – 08/2019

2D Animator, DeltaBlade 2700 - Steam Release - PAX West

- Contributed 4 VFX Animations during the polish phase, adding flair and player satisfaction to the game welcomed at PAX West 2019

Skills and Software

3D Animation

Maya

Unreal Engine

3D Camera Work

Motion Capture

2D Animation

Pre Visualization

After Effects

Photoshop

Traditional Drawing