Blake Johnson

Technical Artist · Technical Animator

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Los Angeles, CA · on-site, hybrid or remote

SUMMARY

Technical animator bridging animation and engineering: 4,000+ gameplay animations for NBA 2K24 and 2K25, physical animation systems for real-time AI avatars, and UE5 animation tech.

EXPERIENCE

Luma AI · Dream Lab — Creative Research + Builder — Jan 2026 – Present

- Solo-built a three.js 3D ecosystem inside Luma's AI product, using an agentic workflow with Claude.
- Designed and built a mass 3D asset generation pipeline: 40,000+ assets generated.
- Developed 3D-guided video-to-video generative AI workflows.

SAUCE NYC · KAREN — Unreal Developer → Technical Animator — Sep 2025 – Apr 2026

- Solo-built the original UE5 prototype: physical animation, world destruction, combat, item interaction.
- Created all gameplay, animation and shots in the reveal trailer: 9.8M views on X, 45K Steam wishlists.
- Managed, organized and directed tasks for other developers as the team grew.

Persona AI (acquired by Luma AI) — Technical Animator — Nov 2024 – Jan 2026

- Built a high-realism physical animation system to ground LLM-driven, real-time AI avatars.
- Created and organized hundreds of complex data assets that drive avatar performance.
- Prototyped motion systems and additive layers for higher-fidelity motion.

Visual Concepts · NBA 2K — Gameplay Animator — Nov 2022 – Sep 2024

- Keyed and cleaned 4,000+ gameplay animations in Maya from ML "ProPlay" mocap for NBA 2K24 and 2K25.
- Worked with the tech team to streamline mocap implementation and department efficiency.

Together Labs · WithMe — Gameplay & Cinematic Animator — Mar 2022 – Oct 2022

- Produced 4 gameplay cinematics with designers, using UE Sequencer, Niagara and Maya.
- Animated 60+ gameplay and cosmetic animations, hand-keyed and from mocap.

SKILLS

3D & animation	Maya · MotionBuilder · Hand-key & mocap · Rigging · Substance Painter
Engines & real-time	Unreal Engine 5 · Blueprints · Physical animation · Animation Blueprints · Control Rig · Sequencer · Niagara · MetaHuman
Pipeline & tools	Perforce · Texturing & materials · After Effects · Photoshop
Creative tech & AI	Generative 3D pipelines · Video-to-video gen AI · Agentic engineering (Claude Code) · three.js · GLSL · TypeScript · Git

EDUCATION

DigiPen Institute of Technology — BFA, Digital Art & Animation — 2018 – 2022