

Telene Johnston

telene@vulpinedesign.com

San Francisco, CA

OBJECTIVE: To contribute as a 3D artist to an outstanding art development team in the gaming industry, and to utilize and expand my technical and artistic skills in a dynamic, inspiring work environment.

SKILLS and QUALIFICATIONS

Software

Maya (Expert), Photoshop CS (Expert)
Adobe After Effects, Illustrator, Mudbox, ZBrush,
Alias Motion Builder 6 Pro, Flash, Unfold 3D

Fine Arts

Drawing, Sculpting, Painting, Photography
Digital Photo Retouching/Restoration

Other

Leadership, Technical Troubleshooting, Touch-typing @ 95 WPM

EMPLOYMENT AND WORK-RELATED EXPERIENCE

Vivaty.com (formerly Media Machines), Menlo Park, CA 07/2007 - Current
3D Character Artist (*Full-time contract*)

- Single-handedly designed and created fully articulated and realistic 3D humans and animals.
- Developed 3D models, texture and rigs of all characters and accessories in Maya 2008.
- Created animations and postures during initial stages of the project, until the company hired an animator.
- Designed a modular approach to character creation that allows users to customize avatars via swappable body part meshes and accessories.
- Developed a full range of fashionable clothing items and hairstyles for both male and female characters based on current fashion trends.
- Ensured proper export of all assets from Maya through COLLADA to .x3d format (Vivaty Player).
- Assisted with finding and addressing numerous technical bugs and issues with export into Vivaty Player, X3D XML format, and animating characters within the Vivaty environment.
- Avatars created on this project received accolades on Seamless3D forums for feeling “alive” and “real”.

Team Leader for Game Production course, Ex'pression College 3-6/2006

- Coordinated efforts of four separate teams, scheduled and monitored individual tasks, and resolved artistic and technical conflicts.

Motion Capture, Ex'pression College, Emeryville, CA 8-9/2006

- Captured motion of multiple actors using the Vicon system; calibrated camera setup.
- Cleaned and Applied capture data to 3D models using Alias' Motion Builder software.

Topica, Inc., San Francisco, CA 2001-2002
Customer Support Representative

- Handled high-volume client services, including e-mail and telephone product consultation and support; Ensured proper functionality for high-end clients.

Collaborative Media, Inc., San Francisco, CA 2000-2001
Customer Support Representative

- Supported customers through telephone, e-mail, and live chat. Handled several high-end client accounts, including JcPenny and BestBuy.

Other experience: Professional DJ, Singer, Freelance Designer, Bartender

EDUCATION

Ex'pression College of Digital Arts, Emeryville, CA 2004-2007
Bachelor of Applied Science (Major in 3D modeling and texture)

San Francisco City College, San Francisco, CA 2003-2004
General Education, Dean's Honor Roll award