

Telene Johnston

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Objective To join an outstanding game development art team, and to contribute my talent and technical skills in 3D modeling, texturing, rigging and animation in a dynamic and inspiring work environment.

Summary Over the last several years I've produced a wide range of high quality and lightweight animations, models, and textures to a diverse set of clients using Maya, Blender, and Adobe Photoshop.

Having graduated from a rigorous B.A.S. program at Ex'pression College for Digital Arts where I was one of the top students in my class, and one of a handful that continues to work in the 3D industry, I apply that same passion and drive in my current day work.

I believe that collaboration and communication are key elements in an effective team. In keeping up with the ever-changing industry, I always strive to be learning something new, and my favorite way to do so is through discussion with my current and former colleagues.

Education **Ex'pression College of Digital Arts**, Emeryville, CA 2004-2007
Bachelor of Applied Science (Focus in 3D modeling & texturing)

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

Skills **Software:** Maya, Blender, Photoshop (Expert)
Mudbox, Zbrush, Unfold 3D (Intermediate)

Fine Arts: Drawing, Sculpting, Painting, Photography, Digital Photo Retouching/Restoration

Other: Leadership, Technical Troubleshooting, Touch-typing @ 95 WPM

Achievements **Red I Studios** 2011-2012

- Individually modeled, textured, rigged, and animated a female 3D fashion avatar with additional outfits and accessories on a short-term contract. All work was enthusiastically accepted with no revisions necessary

Electrotank 2009-2011

- Built vast and varied libraries of animations for virtual worlds such as American Girl's Innerstar University, Ubisoft's Imagine Town, and Rinksters.com
- Learned the ins and outs of Blender within a few short weeks as required for Electrotank's innovative AvGen 3D-to-PNG sprite rendering system
- Created detailed documentation of artistic/technical processes for the AvGen system
- Trained new employees in Blender, Avgen, and a proprietary production tool suite
- Assisted in modeling, texturing, and rigging a catalogue of hundreds of clothing items, accessories, and hairstyles for all projects, as well as individually set up each project to function with AvGen

Vivaty 2007-2008

- Single-handedly created fully articulated and realistic 3D humans and animals
- Designed a modular approach to character creation that allowed users to customize avatars via swappable body part meshes and accessories
- Ensured proper export of all assets from Maya through COLLADA to .x3d format

Ex'pression College 2005-2006

- In the role of Team Leader, coordinated efforts of four separate teams in a Game Production course, monitored individual tasks, and resolved artistic and technical conflicts

February 2012