

Evan “Spencer” Johnson

591 E 3rd St Apt Top, Brooklyn, NY 11218

Tel: 703-409-2157 E-mail: spencer@ourmatrix.net

Website: www.ourmatrix.net/spencer/

I am a motivated professional seeking new challenges and opportunities in 3d production, game design, digital animation, interactive media, film, video and simulations.

EXPERIENCE:

Artist and Developer, Infinite Cortex Creations; New York, New York **April 2012 - Present**

Founding member of a personal business dedicated to the creation of mobile content and applications. Currently working on a story book and iOS game.

Technical and Character Animator; Picatinny Arsenal, New Jersey **May 2012 - October 2013**

Character and prop animation for use in training simulations. Clean up Motion capture data. On Shoot motion capture system operator. Motion Builder expert and Technical Animator. Wrote tools and automated processes for animation files using Python scripting.

Freelance Animator; New York, New York

March 2009 - July 2012

- **Motion Capture NYC:** Motion capture retargeting, animation, and data clean up for the ESPY's award ceremony, previz commercials, and video game pilot. After effects comping and editing for business presentation. Rendering, staging, and animation for 3D spot. White board animation.

- **Kaos Studios:** Motion capture retargeting and key frame animation for in game cinematic scenes for the video game Homefront.

- **Curious Pictures:** Motion capture retargeting and body animation for the video games, Rock Band 3, Green Day Rock Band, Beatles Rock Band, Dance Central, and Dance Central 2.

- **JWTwo:** Blocked out animation according to story boards and producer direction. Modeled backgrounds and props. Rigged several quadruped characters and a few props.

Animation Intern, Curious Pictures; New York, New York

October 2008 - January 2009

Clean up animation and hair simulation. Blue screen keying, background rendering, and 3D motion tracking scene cameras. Hired on as a freelancer for motion capture retargeting and body animation.

SIGGRAPH 2007 Student Volunteer; San Diego, California

August 4-9, 2007

- Recognized as an extraordinary student volunteer for outstanding effort.

INFOSYS Intern, OPNET Technologies, Bethesda, Maryland

Summer 2005, 2006, 2007

Helpdesk IT assistant. Logistic assistant to set up an international conference. Installing upgrades. Documenting new equipment. Clean up and Disposal of old equipment. Training new employees.

EDUCATION:

Pratt Institute, Brooklyn, NY

Digital Animation Concentration - BFA

Loudoun Valley HS, Purcellville, VA

SKILLS:

Proficient with Maya and Motion Builder. Very well versed in animation principals. Skilled at scripting for MotionBuilder using Python. Familiar with Unity, Photoshop, Final Cut, After effects, Boujou, MEL scripts, Redmine, Perforce, Filemaker, Xcode, Objective-C. Some knowledge of Flash and Unreal Game Engine. General knowledge of both Windows and Apple platforms and programs. Fast typer, knows way around keyboard.