

Johnny Perkins

johnnyperkins@gmail.com | perkins3d.com | 760-208-5067 | 546 Spanish Oak Ave. San Marcos, CA 92069

Summary

Lead artist with over six years of game development experience. Ability to oversee multiple outsource teams while ensuring timely completion of project deadlines. Versatile, reliable and efficient 3D artist. Proficient at communication with artists, designers, engineers, team leads and 3rd party vendors.

Experience

ART LEAD | DISNEY INTERACTIVE | SANDCASTLE STUDIO | 2017 - CURRENT

Project: Disney's Enchanted Tales

- Outsource Team Management – guided the creation of 2D and 3D assets
- Game Asset Creation - modeling and texture map creation
- Unity Engine - game asset implementation

SR. ARTIST | DISNEY INTERACTIVE | SANDCASTLE STUDIO | 2014 - 2016

Project: Disney's Ghosts of Mistwood

- Game Asset Creation – modeling and texture map creation
- 2D Sprite Creation - asset renders and photoshop
- Adobe Flash – sprite implementation

ARTIST | DISNEY PLAYDOM | SANDCASTLE STUDIO | 2011 - 2013

Projects: My Vineyard | City of Might

- Game Asset Creation - modeling and texturing
- 2D Sprite Creation – asset renders and photoshop
- Metaplace Engine – sprite implementation

Skills & Abilities

LEAD ARTIST

- Communicate with design and engineering leads to determine needs of the project
- Create and maintain asset tracking tickets in Jira
- Track asset progression and create status reports for management teams
- Create presentation decks that highlight art asset progress for each sprint

OUTSOURCE TEAM MANAGEMENT

- Manage overseas teams of 2D and 3D artists
- Create design guides for 2D concept art and 3D game assets
- Provide critical artistic feedback during the asset development process
- Submit completed assets to Disney franchise owners for final approval
- Implement all change requests received from the Disney franchise owners

GAME ASSET CREATION

- Model 3D assets with 3DStudio Max
- Create various types of texture maps with Adobe Photoshop
- Implement final 3D assets and textures into the Unity game engine
- Commit assets into the game build via Perforce

Education

BACHELOR OF SCIENCE | MAY 2007 | ART INSTITUTE OF CALIFORNIA – SAN DIEGO

Major: Game Art & Design