Maurice T. Johnson Phone: 619-370-3678 E-mail: dl.hawkins@yahoo.com

https://www.linkedin.com/in/maurice-johnson-60147743 http://www.mrmauricejohnson.net

Skills & Qualifications

- Maya/3DSMax
- Unreal Engine/Unity
- ZBrush
- C#/Scripting
- Hansoft/JIRA
- Simulation/Training
- Perforce P4V
- Waterfall Model
- Scrum Implementation
- Managerial Leadership
- Project Management
- Agile Development

Relevant Experience / Project Work

Lockheed Martin **Multimedia Design Engineer** **(Current)**

- Active Government Security Clearance
- Responsible for the creation of 3D Assets for use in training and simulation scenario's for the military
- Proficient in the use of Presagis Creator, vector editing, and vector attribution for image generators

Full Sail University **Producer** **(September, 2016)**

- Managed and maintained the development cycles of teams composed of undergraduate students in their final project courses before graduation
- Responsible for 7 separate teams consisting of programmers, designers, animators, writers, and artists
- Solved programming problems in C# as well as created useable 2D/3D assets for their games in Unity

Sony Online Entertainment **Associate Artist** **(August, 2012)**

- Assisted the art and design team to polish up high poly passes of environments through digital painting, hand-painting texturing, and terrain creation for E3 deadlines.
- Created aesthetically pleasing and functional environments through the use of SOE's Terrain Editor as well as populated maps
- Coordinated and worked with the design team and art team to polish up high poly passes of environments through digital painting, hand painted texturing, and terrain creation

RL Hammette & Associates **Art Director** **(September, 2014)**

- Created various vector art to include custom vector work and promotional products
- Responsible for operation of YAG laser engraving machine for logos, custom work, and designs on various promotional items and products exclusively with Adobe Creative Cloud and software
- Additionally, Assistant Production Manager

Education

Full Sail University **Master of Science in Game Design and Development** **(September, 2016)**

- Producer for undergraduates from the Bachelor of Game Art Program for their final projects
- Advanced Achievement Award (Individual Award)
- Game an hour presentation at the student of the Central Florida Student Independent Game Developer's Association

Art Institute of California **Bachelor of Science in Game Art and Design** **(March, 2013)**

- Comprehensive Bachelor's program to learn to use 2D/3D design tools. 3DSMax/Maya/ZBrush/Unreal
- Comprehensive knowledge of full development cycles and professional pipelines

Awards

- Full Sail Dedication Scholarship
- Honorable Discharge United States Marine Corps
- Master's Degree * Honors