

MAURICE JOHNSON

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TECHNICAL EXPERIENCE:

Autodesk Maya	Z Brush	JIRA	Game Engines
Texturing	Unity	3D Sculpting	3DS Max
High/Low Poly Modeling	Level Design	World Building	Modular Modeling
Unreal Engine 4	C#	Producer	Shader Creation

EDUCATION:

Full Sail University – Winter Park, Florida, Masters of Science in Game Design and Development (2016) Honors
The Art Institute of California – San Diego, California, Bachelor of Science Degree in Game Art & Design (2013)

PROFESSIONAL GAME CREDITS:

Planetside 2, Sony Online Entertainment (Entertainment Gaming)
Achron, Hazardous Software (Entertainment Gaming)

RELEVANT EXPERIENCE:

Lockheed Martin **Multimedia Design Engineer** - Aerospace and defense company

- I served as an Engineer instrumental in the creation of 3D Assets for use in training and simulation exercises for military simulation and training with Presagis Creator, Global Mapper, and ArcMap. Active Security Clearance.

Sony Online Entertainment **Associate Artist** - Video game developer

- Served as an environment artist creating high poly passes of environments through digital painting, terrain sculpting, and world building using SOE's Terrain Editor. Created collision detection for in game assets.

RL Hammette & Associates **Art Director** - Promotional Company

- Worked exclusively with Adobe Creative Cloud using software such as Illustrator and Photoshop to create various vector art and customized logos for designs, t-shirts, hats, knives and various promotional products.

Full Sail University **Producer** - Private University

- I managed, supervised, and mentored undergraduate students in the Bachelor of Game Art Program to create their final gaming projects as a requirement before their graduation. I created Production Cycles from their initial pitch and guided their prototypes to completion. Additionally, I ensured that their C# contained no errors and offered 2d and 3d assets to their student games made in Unity.

Digital Suicide Consulting LLC **Consultant** - Consulting Company

- I offered real time assistance and live training to clients to assist in solving a variety of multimedia questions and game design problems. I specialized in the areas of graphic design, resume writing, career coaching, video game design, and tutoring.

EMPLOYMENT HISTORY:

2016-2018	Multimedia Design Engineer	Lockheed Martin, Orlando, FL
2013-2014	Art Director	RL Hammette and Associates, Eagle Lake, FL
2009-2013	Military Policeman	United States Marine Corps, Camp Pendleton, CA
2012-2012	3D Associate Artist	Sony Online Entertainment, San Diego, CA
2005-2009	Armed Security Officer	Southeastern Protection Services, Panama City, FL
2004-2005	Shift Leader	Blockbuster, Inc., Pensacola, FL
2000-2004	Administrative Clerk	United States Marine Corps, Pensacola, FL