

Tom Johnson Resume

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Portfolio Site: www.tomjohnsonstudios.com

Art Blog: www.tomjsart.blogspot.ca

Education: B.S. Industrial Design Art Center College of Design 95

Work Experience:

Games: Electronic Arts – 08/2013 – 10/2013 Concept Artist – new IP

Games: Ubisoft - 03/2013 - 06/2013 Concept Artist -
Might and Magic: Duel of Champions

Games: Dhruva India - 06/2012 - 01/2013 Art Director - Art direction and visual development for new IP and projects involving US based studios.

Games: United Front Games - 04/2011 - 04/2012 Concept Artist - Little Big Planet Karting

Film: J Edgar Hoover - CIS Deluxe 07/2011 Concept Artist

Film: The Thing - Image Engine 06/2011 Matte Painter

Games: Ubisoft - 06/2010 - 12/2010 Senior Concept Artist -
Motion Sports Adrenaline Environment, prop, and gameplay design, prepared concepts for outsourcing.

Games: Electronic Arts – 03/2002 - 04/2010 Senior Concept Artist
Created designs for sets, props, lighting & art style design. Designed open world environments & gameplay design, worked with modelers & outsourcers from concept to final in game designs. Projects include : SSX 3 Snowboarding, FIFA 07,08, World Cup, Need For Speed, Def Jam Vendetta, Marvel Nemesis, Skate 1,2,3.

Film: Square Pictures - 05/1997 – 3/2002 Final Fantasy, The Spirits Within
Concept Artist - Sets and prop design. During production - Matte painting, set extensions and textures.

Film: Animatrix: Flight of the Osiris
Concept Artist and Matte Painter

Film: Digital Domain - 01/1996 – 04/1997 The Fifth Element
Digital Artist - Modeling and texturing creature for 3d transformation. Matte Painting for future NY.

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Work Experience Cont.

Games: Digital Domain - 01/1996-04/1997- New Media Dept
Concept and Digital Artist for game designs. Set Design and 3d environment and character work for Barbie Fashion Designer.

Film: Simex Digital-Mars Odyssey Simulation Ride film - 07/1995 - 12/1995
Digital artist - created models, textures, lighting for ride film for World Expo 96 in Kobe, Japan.
Supplied additional design work for theatre interiors: research, sketches and presentation drawings for ticketing, waiting areas & environmental graphics for ride film theatres.

Film: Warner Brothers Animation - 08/1994 - 07/1995 Batman Forever
Digital Artist Gotham City Design Team - Modeling, texturing, lighting, prop design.

Teaching- Van Arts College - 07/2007 – Present
Digital Concept Art - 12 week course on concept art
Art Foundations – 10 week course focusing on Perspective, Color, lighting, drawing 3d forms.

Presentations - NOSCOM- GDC India - 11/2012 Produced and presented a 4 hour hands on seminar for unlocking creativity in the work place.

Skills: 16 years experience in entertainment design. Great with collaboration. Environments, props, vehicles & character design Matte painting, skyboxes & multiplane sets. Creating art style guides, gameplay layouts & world maps.

Software Knowledge:

Photoshop (18yrs)

Maya (10 yrs)

Sketch Up (5yrs)

Zbrush (1yr)