

Elizabeth Johns

Technical Animator



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EXPERIENCES

Technical Animator Telltale Games

Sep. 2016 - Sep. 2018

Shipped Titles

Walking Dead Season 3 Episodes 1-5
Minecraft: Story Mode Season 2 Episodes 4 & 5
Batman Season 2 Episodes 1-5
Walking Dead Season 4 Episode 1 & 2

- Solved technical issues and animation related bugs
- Tested and debugged new proprietary tools
- Assisted in building motion capture pipeline, and directed sessions including: suit setup, actor measurements, calibrations, capturing and processing data
- Managed animation assets and integrated them in engine
- Processed and polished lipsync
- Dynamics and simulation for cloth and hair
- Created packets for external teams that organized animation tasks listing assets needed and showed staging insuring they had what was necessary to complete their tasks
- Trained internal and external teams on new tools and technical workflows
- Maintained documentation on new tools and workflows
- Provided desk side support for the animation team to help resolve technical issues
- Rig testing for animation
- Assisted Production with creating and editing tasks as needed
- Organized and maintained Animation library as well as naming conventions
- Ported animations and cleaned up data as needed
- Assisted with tech challenges such as large scale batch changes

3D Animator / Generalist Fat Red Couch

Nov. 2015 - Feb. 2016

- Applied lip-sync, facial and clean up animation to characters
- Responsible for leading team in exporting files from Maya to proper format for game engine
- Added corrective blend shapes and adjusted weight painting to rigs
- Prepared models in Maya for 3D printing

3D Character Animator "Grounded" & "Curpigeon" Academy of Art University

2014

- Animated shots from concept to polish for masters thesis collaborative film
- Tested rigs to ensure readiness for the animation team
- Solved animation issues

Rough Layout Artist "Scaredy Bat"

Academy of Art University
2013

- Created rough layouts and 3D animatics for student short

Rough Layout Artist

"Borderlands 2K Collaborative:
Tales from the HQ"

Academy of Art University
2013

- Created rough layouts for student short collaborative film
- Tested rigs to ensure readiness for the animation team

EDUCATION

BFA, Cum Laude, Academy of Art University, San Francisco : 2014

School of Animation and Visual Effects, emphasis in 3D Character Animation

Northeastern State University, Tahlequah, OK : 2010

AWARDS/ ACHIEVEMENTS

Pixar 1 Class with KC Roeyer and Simon Christen : Fall 2014

Academy of Art University: President's Honors List : 2010, 2012, 2013

Academy of Art University: Spring Show : 2013

Northeastern State University: President's Honors List : 2008-2010

SKILLS

Maya	Plastic SCM
MVN Animate Pro	Confluence
MotionBuilder	Mudbox
JIRA	Photoshop
Shotgun	After Effects
Perforce	Final Cut Pro
	Annosoft