

Sean R. Johnson

Design/Animation/3D

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My Work:**Midway Games - User Interface Artist** (June 2007 to February 2009)

The work included designing interface screens and moodboards; implementing screens in either Flash or within our proprietary game-engine application; creating illustrations and icons; and animating cinematic sequences. Most of the work was done in Photoshop and Flash, though I occasionally used After Effects, 3DS Max or Maya for certain elements.

Games I worked on include: *Mortal Kombat Vs. DC Universe*, *Wii Game Party* (1 and 2), *NBA Ballers: Chosen One*, and *Blitz the League 2*.

Katrina Partners - Partner (2005 to 2007)

I was partner and creative lead in a digital signage venture servicing several clients, most prominently Burger King. I was responsible for production of all creative content, while my partners and I built an enterprise-level distribution application to disseminate the content to client locations. Highlights included building a library of 50-some product promo animations, everything from Whopper promos to breakfast-meal animations.

Allure Fusion Media - Creative Lead (2000 to 2004)

My work here was full-time off-site, creating promotional animations for a wide variety of digital signage systems.

I worked with a number of blue-chip clients, including *McDonald's*, *Border's*, *Coca-Cola*, *Blockbuster*, *The United States Postal Service*, *Chick Fil-A*, *Popeye's Chicken*, and *Boston Market*.

Frankel (now Arc Worldwide) - **Interactive Art Director** (1998 to 2000)

Frankel is a marketing company based in Chicago, now part of Arc Worldwide. I worked in their digital marketing group doing a variety of things, mostly web design and animation. Highlights included working on *Target's* holiday promotional websites, creating a large, *Frito-Lay* promotional tie-in website for "Star Wars: The Phantom Menace", and creating digital signage animation for *USPS*.

The clients I worked with included *Frito-Lay*, *Target*, *United Airlines*, *McDonald's*, and *The United State Postal Service*.

Compuserve - Interactive Designer (1997)

CompuServe was an online service bought out by AOL. I spent my year or so at CompuServe designing web pages and creating web animations as they ported their proprietary online service onto the web.

Metatec - Interactive Designer (1994 to 1997)

Metatec was a CD manufacturer, with a multimedia division attached. I created animation, illustration and interface design for a variety of CD-ROM projects.

My capabilities:

I am extremely proficient with Adobe Photoshop, After Affects, Flash and Illustrator, as well as Autodesk 3DStudio Max. I am moderately proficient with Cinema 4D, Dreamweaver, the Actionsript language, and Next Limit Realflow.

My knowledge:

Bachelor of Science Degree in Political Science, Ohio State University, graduated 1990