Charlie Johnson

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Generalization: Graphic Design - Specialization: Motion Graphics & 3D Generalist

Software

Graphic Design, Motion Graphics & Video
- **Adobe Creative Suite – proficient in Photoshop & Illustrator** (20+ yrs), InDesign & Quark & (8+ yrs)
- **After Effects & Premiere** (20+ yrs) Avid, Final Cut, Audition + AE plugins Red Giant/Boris, 3D Invigorator Pro
- **Web Design** - Dreamweaver, Word-press with Divi Visual Page builder, FrontPage, animated banners Clipcentric
- Other graphics - MS Office, Deko, Ross Xpression, Flash, Chyron, Mocha Pro, Encore, Combustion, Motor

3D Modeling & Animation
- **3D Studio Max** (20+ yrs exp. + Taught at ITT 9 yrs) polygon modeling, UV texturing/lighting, rigging & character animation with Character Studio & bones. Spent a 1 yr+ working on game art for an Unreal game level
- **Maya** character animation, texturing/lighting & rendering, some modeling, dynamics, & effects (7+ yrs exp.*)
- **Lightwave** animation, texture/lighting & rendering, modeling, particles, IK & rigging, Painter 3D (4+ yrs exp.)
- **Softimage/XSI** nurbs/poly modeling, animation, texturing/lighting, character rigging, rendering (2+ yrs exp.**)
- **Blender** poly modeling, animation, texturing/lighting, rendering

Education

Master of Fine Arts (MFA), UNT - University of North Texas - Denton TX - GPA 3.750
  Major: Communication Design Art - Problem in lieu of thesis on motion graphics, 3D & compositing in TV/film
Bachelor of Arts (BA), MSSC - Missouri Southern State College - Joplin MO - GPA 3.278
  Major: Studio Art (Graphic Design) - studied graphic design, photography, computer art, & Fine Art
County Collin Community College - Plano TX - studied Maya 3D Model/Anim. 1 & 2, Char. Anim., Game
Dev. **AnimationMentor.com** - Completed online classes 1-5 studied Maya* Character Animation

Work History

- '25 - '26 - **Multimedia Production Developer - 3D Specialist - O'Reilly Auto Parts** - Springfield MO - Modeled mechanical parts, textured, animated, and rendered shots for Training Videos in 3D Studio Max & Blender. Created After Effects animations & video edits in Premiere of full training videos, 2D animation in Vyond, sound recording, created/edited photos and still graphics for other projects
- '22 - '24 - **Graphic Designer - Springfield Marine** - Nixa MO - Graphic design including flyers, print & digital ads, product photography & catalog work, website re-design with Word-press & Divi Builder (has been re-designed)
- '03 - Present - **Freelance - started docsimageshop.com** for freelance clients: Bell Helicopter, Dallas Cowboys, Dallas Mavericks, Dallas Burn, American Airlines, Ft. Worth Zoo, Superpages, Fujitsu, Medical City, RTVF
- '17 - 21 - **Motion / Graphic Designer - KOLR10/KOZL/KRBK TV** - Springfield, MO - www.ozarksfirst.com Created motion graphics, spots, Deko/Xpression, still graphics for TV, print & web for the station & clients
- '15 - 16 - **Support Services Engineer - School Messenger** - Joplin MO - Took phone calls from clients & provide technical support with communication software for School Messenger, provided web-page builder support
- '04 - '13 - **Instructor - ITT Tech** - Richardson TX - (Full Time '04 - '08; Adjunct '08 - '13)
  Taught Photoshop, Illustrator, InDesign, 3D Studio Max, Dreamweaver, After Effects, Flash, & other Gen. Ed.
- '10 - '13 - **Adjunct Instructor - Westwood College** - (Aug '10 - May '11 Ft. Worth TX & Oct '11 - Sept '12 Dallas TX)
  Taught InDesign, Illustrator, Photoshop, Advertising Campaign Concepts, After Effects, Premiere, Photography,
  & Flash for Associates level students
- '99 - '03 - **Senior Artist - Primedia Digital Video** - Carrollton TX - Created Deko, Chyron & still graphics for training TV. Created motion graphics & 3D Animation for clients like Gravity Games, Hot Rod TV, In Fisherman

Other Skills - Activities

- Worked with TV production equipment including various SD & HD cameras: Canon 80D, Nikon various, Canon GL1; tape decks: Beta, DV, DVCPro, & Digibeta, lighting kits, video editing systems, & DVD authoring tools
- OS Windows + Office (20+ yrs exp. Dos, 95, NT, XP, 7, 10), MacOS (15+ yrs exp.), & some Linux / Unix OS
- '05 took/passed 5 classes at AnimationMentor.com - 2001 Attended Mesmer in Seattle**, XSI 201 Trans. Anim.
- MSSC trained as fine artist including color photography, airbrushing, copy fitting, painting, print paste-up, printmaking, life drawing, jewelry & sculpture