

OBJECTIVE

To obtain a visual development position that strives to tell stories through beautiful design within the gaming or animation industry.

In an environment where I can grow and continue to improve my skill with other talented artists.

CONTACT

Muncie, IN 47304
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EDUCATION

BALL STATE UNIVERSITY
BFA, Animation
2024
GPA 3.8

SKILLS

Autodesk Maya, Zbrush, Substance Painter, Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Toonboom Harmony, Toonboom Storyboard Pro, Word, Windows, iOS, Wacom, Huion
Illustration, Environment design, Rough animation, 3D modeling, 3D texturing, Motion Graphics, 3D & 2D animation
Team player, Detail-oriented, Organized, Communicative

Rachel Johnson

VISUAL DEVELOPMENT

 @Raeredvelvetart  @Raeredvelvet1
 @Raeredvelvet

EXPERIENCE

VIS DEV LEAD/TEXTURE ARTIST – SHORT FILM: AS FORGED Jan 2023 – Dec 2023

Co-led visual development team and specialized in environmental design for a 3-minute-long short film. Helped improve team members' work while also keeping them on task. Led group meetings and critiques. Organization and time management of a 2D/3D hybrid film. Focused on 3D texturing in production.

ASSOCIATE - SPENCER'S June 2023 - PRESENT – Muncie IN

In charge of day-to-day operations, stocking, cleaning, customer service. Helping customers find the right product for them and giving them the best experience possible. Being a team player when it comes to tasks.

ANIMATOR – SHORT FILM: D IS FOR DRAMA May 2022

A film produced by animator, Brad Condie. Animated 6 second scene from roughs to cleanup, created scene's background.