



Karen Johnson
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OBJECTIVE

Results-oriented leader seeking a career as Graphic Designer that will provide an opportunity to utilize a strong commitment to visually solving problems, meeting deadlines, and supporting a team environment.

GRAPHIC DESIGN EXPERIENCE

FREELANCE GRAPHIC DESIGNER 2001-Current

Meet with clients, such as Adobe Systems, California Academy of Sciences, Covad, SAIC, and other companies to discuss their individual project needs. Conceptualize, create, and execute high-end design.

- Design web and computer-based training material.
- Design print and marketing related material.
- Create 3D modeling and animations.

GRAPHIC DESIGNER 2010-2011, *Innovative Technology Application, Inc.*

Design web and computer-based training material for government agencies.

- Work within a team of graphic designers, programmers, and instructional designers to produce graphics for educational training modules.
- Create CD labels and covers, 3d modeling and animations.

GRAPHIC DESIGNER 2005-2006, *Kadix Systems*

Examples: www.paintedthorn.com/kadix

Assist in the management of course ware development in a team of about five artists, meeting Section 508 compliance. Designed performance-based and multimedia training materials.

- Created production schedules to assist with time management, maintaining deadlines and adjusting benchmarks when needed.
- Assessed need to hire an outside contractor to create tests for all modules.
- Created an asset management structure to maintain organization and developed management tools to assist with project efficiency.

GRAPHIC DESIGNER 2003-2004, *Angle Incorporated*

Rigged and animated realistic 3D humans and vehicles in a simulated navy setting as part of a team that won an award for Lockheed Martin's creation of 3D ship simulations.

3D CHARACTER RIGGER – FILM 2003, *Allen Mezquida Production*

"The Dog Whisperer" Short Film shown at 2004 Siggraph Electronic Theater.

Responsible for rigging and skinning quadruped and biped characters for animation.

ACADEMIC IN MEDIA ARTS EXPERIENCE

FACULTY MEMBER, ASSISTANT DEPT. CHAIR 2004-2008, *The Art Institute of Washington*

Provided support for student and faculty of the Media Arts & Animation Department. Served on the Curriculum Development, Student Success, and Faculty Development Committees.

- Instructed advanced courses in Interactive Design, Digital Ink & Paint, 3D Animation, Modeling, Portfolio Presentation, and Production – project management.
- Designed and developed First, Mid, and Final portfolio review guidelines, standards, and methods of assessment. Coordinated portfolio reviews for over 200 students.

INTERIM DEPT. CHAIR 2006–2007, *The Art Institute of Washington*

Responsible for the recruitment, development, and supervision of a team of 13 faculty members in the Media Arts & Animation and Game Art & Design Department.

- Provided leadership and vision by implementing and developing curriculum.
- Staffed classes for both departments with over 400 students; and met with parents and students to discuss personalized academic programs and methods of obtaining success.

EDUCATIONAL BACKGROUND

Savannah College of Art & Design, Savannah, GA, 2003
Masters of Fine Art (MFA), Computer Art & Animation

San Jose State University, San Jose, CA, 1996
Bachelor of Arts (BA), Computers in Art & Design/Research & Education

TECHNICAL PROFICENCY

- Adobe Systems: Photoshop, Illustrator, Dreamweaver, Flash, Premiere, After Effects
- Autodesk: Maya, 3D Studio Max
- Microsoft: Word, Excel, PowerPoint
- Content Management: Blackboard, Joomla

ACADEMIC RECOGNITION

Savannah College of Art & Design, Savannah, GA, 2001-2003
Morris Scheer Fellowship Outstanding Portfolio Award.