

Brooke Johnson - Character Rigger/Technical Animator



Email: be.rigging@gmail.com

Portfolio: https://www.artstation.com/brooke_elise

SKILLS



OBJECTIVE

Create functional and optimized character rigs to aid artists and designers during production. Simplify workflows and pipelines by developing tools and assets.

WORK EXPERIENCE

Games for Entertainment and Learning Lab – Lead Technical Animator

May 2018 – Present

- Monster Savings – with Michigan State Federal Credit Union, shipping in 2019
 - Responsible for all character and environment rigs and in-game animations
 - Generated mobile-ready particle systems
- Developed the GEL Animation Suite toolset, consisting of:
 - Tool for copying and pasting keyframes over rig controls
 - Box NURBs control tool
 - Basic autorig tool

ExNinja Finals Frights – Art Lead

Fall 2018

- Rigged, animated, and optimized models for mobile AR game
- Oversaw production of 2D and 3D art assets

Michigan State University – Undergraduate Student Assistant

Fall 2018 – Spring 2019

- Assisted student learning during lab hours
- Graded modeling, texturing, rigging, and animation projects

Cleveland Museum of Natural History – 3D Artist

Fall 2018 – Spring 2019

- Performed mesh cleanup across a range of assets to ensure proper deformation
- Engineered rigs for biped and aquatic creature characters
- Resolved animation issues related to smooth looping and realism

Michigan State University Miss Media Camps – Instructor

Summer 2018

- Hosted an all female tech camp for high school aged students
- Introduced female students to computer graphics fundamentals
- Assisted students in implementing art assets and designing game levels

Class Project: The Robot Split in Time – Technical Animator

Fall 2018

- Shipped Dec 2018
- Created rigs for all in-game characters
- Collaborated with team members to ensure rig functionality in-engine

EDUCATION

Bachelor of Arts, Media and Information

Expected May 2019

Michigan State University, East Lansing, MI

- Secretary for Spartasoft – Game Development club 2017-2018
 - Assisted in planning and hosting weekly
 - Coordinated communication and collaboration with other on-campus clubs
- Vice President of Spartasoft – Game Development Club 2018-2019
 - Planned and hosted demos covering several aspects of game design
 - Organized group meetings with guests from game companies across the country