

# John Williamson

Professional 3D Artist specializing in game art and virtual reality.

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## EXPERIENCE

### **Moth and Flame VR, New York NY — Technical Artist**

2021 - 2023

Worked as a 3D artist specializing in Unity. Created photo realistic models of aircraft cockpits using PBR workflows. Managed the art to Unity pipeline utilizing Github while working closely with developers to create builds for multiple VR platforms. OKR Champion, responsible for managing the Objectives and Key Results workflow and facilitating meetings to plan quarterly team goals.

### **Ozwest, Portland OR — Lead 3D Artist**

2015 - 2021

Implemented 3D workflows for use in the fabrication department. Responsible for 3D modeling in Autodesk Maya to create models optimized for SLA 3D printing. Greatly improved production efficiency and increased video output leading to a youtube channel with almost 1 million subscribers. A channel that is a vital tool for our sales teams, and drastically increased revenue. Currently managing assets for TikTok content with just over half a million subscribers in just under 3 months leading again to record sales.

### **CodeTronix, Portland OR — UX Lead and 3d Artist**

2014 - 2016

Delivered projects for Nike, VF corp and more. Responsible for overall User Experience to include leading art teams in creating all 2d and 3d assets. Met with clients to gain first hand knowledge of end user requirements, and client achievable goals. Worked to create clearly defined paths to success.

Utilized Autodesk Maya, Cinema 4D, and Adobe Photoshop. Drastically improved quality of workflow through tools like Substance Designer and Marvelous Designer.

Won runner up in Cartoon Network Game Jam for game Mini Mayhem.

## EDUCATION

### **Boston University Center for Digital Imaging Arts**

#### **Waltham MA**

May 2010- January 2011

Accelerated certificate program designed to teach advanced workflows utilizing Autodesk Maya.

## SKILLS

3D Modeling  
Texture Painting  
Character Animation  
Motion Graphics  
Graphic Design

## SOFTWARE

Maya  
Photoshop  
Unreal Engine 5  
Unity 3D  
Substance Painter  
Cinema 4D  
Zbrush  
Marvelous Designer

## CLIENTS

Nike  
Adidas  
Columbia Sportswear  
Fender  
New Era  
Verizon  
Ozwest  
Nat Geo  
Best Buy

## PROJECTS

### **Airbus C295 — 3D Artist/Tech Artist**

#### *Interactive Cockpit for VR Training*

2021-2022

Created a large variety of photorealistic models of aircraft components and props to run on the Oculus Quest 2 and other VR platforms. This project required a great deal of optimization because of the complex nature of aircraft cockpits. Created and tested builds using SideQuest and recorded performance.

### **TikTok Migration — Lead 3D Artist/Fabricator**

#### *Switching Primary Advertising Platform*

Dec 2019- Jan2020

Planned out a migration strategy from Youtube as a primary advertising platform to TikTok. Created a system that would allow for faster turnaround time to accommodate the shorter videos required by the new platform.

### **Boston Runbase, Adidas — Lead 3D Artist/UI Designer**

#### *Interactive Retail Space*

April 2015

Designed an interactive display that allowed users to search the entirety of the Boston Marathon database. Created visual layout for user interface and accompanying animation. Designed UI and visual style for the project.

### **Interactive Shoe Display, Nike — Senior UI Animator/3D Artist**

#### *Display Case with Touch Screen Overlay*

Jan 2015

Created animations for an interactive “Gear Case” overlay for shoes in Unity. The Display utilized a touch input on a transparent LCD shadow box screen to show the animations.