

# Evan Johnson | 3D Animator

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## EXPERIENCE

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### Animation Lead (July 2025 - Present)

Morningstar Enterprises

- Coordinated a team of 5 animators during the production of a 7 minute short film in Unreal Engine 5.
- Enhanced motion capture data in Blender by synchronizing actors and exaggerating performances to emphasize appeal.
- Managed scenes in Sequencer, collaborating with cinematic director to enhance shot composition and maintain continuity.
- Maintained consistent communication with leads of each department to ensure artistic visions were met.
- Positioned and modified Niagara particle effects for muzzle flashes, explosions, and fog.
- Oversaw asset integration, ensuring all artist's works were properly represented in-engine while using Perforce to consolidate material and prevent merge conflicts.

### Mocap & VR Technician (Sept. 2023 - May 2025)

Ohio University Grid Lab

- Operated and calibrated OptiTrack motion capture facilities, documenting the pipeline from raw data into animations.
- Produced technical video tutorials to standardize workflows and establish best practices for game development students.
- Organized tour material and equipment demos to attract prospective students and interested groups.
- Additionally, built promotional animations for Scripps College using Adobe After Effects, highlighting upcoming events and notable student projects.

### 3D Animator, Tech Artist (Sept. 2021 - Oct. 2023)

Get To The Orange Door

- Created fluid animations for non-humanoid enemies in Blender, maintaining readability at high player speeds.
- Modeled and rigged environment props, character assets, and a collection of modular prototyping assets to streamline level design processes and blockout workflows.
- Collaborated with art team and lead developer to confirm consistent visual style.
- Animated a cutscene that seamlessly transitions from cinematic playback into real time gameplay.

### 3D Animator (Aug. 2022)

Meshingun Studio

- Authored 8 high-fidelity, reusable first person animations optimized for clean retargeting in Unreal Engine 5.
- Packaged assets into Unreal blueprints, allowing for seamless use in variable contexts.
- Completed contracts ahead of schedule, accelerating internal testing and development.

## Skills

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Hand-keyed animation • Mocap cleanup • Retargeting • Rigging  
Blender • Autodesk Maya • Unreal Engine • Unity  
Perforce • Git (& Github) • Clickup • Trello

## Education

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Ohio University  
Scripps College of Communication  
BSc. Games and Animation  
Graduated May 2025