

# James Johnson

**Junior Game Designer** focusing on UX, Level and Gameplay Design. Experienced with an array of tools and engines for use in 2D and 3D game applications. Well-versed in software and tooling such as C#, Photoshop, Maya/Blender and more. Strong foundations in Project Management and teamwork roles.

## Phone:

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## E-Mail:

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## Linkedin:

[linkedin.com /in/james-aaron-johnson/](https://linkedin.com/in/james-aaron-johnson/)

## Portfolio:

[jamesaaronjohnson.github.io/projects](https://jamesaaronjohnson.github.io/projects)

## Practical Skills

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- Project Management
- Games Design
- Gameplay Scripting
- 3D Design and Modelling
- Prototype Development
- Agile Methodology
- QA & Gameplay Testing

## Tooling Skills

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- Unity Engine
- Unreal 4 Engine
- C# and .NET Framework
- Photoshop
- Blender / Maya
- Substance Painter

## Experience

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09/2017 to 06/2020

### **Student Rep and Mentor - Solent University, Southampton**

- Work with faculty to help guide goals of learning and keep the courses up to date with industry.
- Work in a professional cross-department setting and discuss issues such as financial, technological and management constraints to help improve courses.
- Managed a mentorship program to help students with work and co-develop teaching materials with lecturers.
- Interface with local games industry to help gain insight to what should be taught and addressed in courses.

10/2015 to 06/2016

### **Audio Technician – Penwith College, Penzance**

- Helped setup and organize live audio events such as theatre productions and concerts.
- In charge of audio balancing and mixing of live production audio.
- Worked closely with production managers to understand needs of artists and production vision.

03/2013 to 08/2014

### **Event Organizer – Penwith College, Penzance**

- Interface with local establishments to help host musical events for college.
- Oversaw setup and hosting of events for college gigs as well as gained skills in teamwork and leadership.

## Education

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2017-2020

**BA: Computer Games Design**  
*Solent University, Southampton*

2014-2016

**BTEC Level 3: Computer Games Technology**  
*Penwith College, Penzance*

2012-2014

**BTEC Level 3: Music Technology and Production**  
*Penwith College, Penzance*