Bryce Johnson

Full Stack Developer with a background in architecture and design. With a Master of Architecture and professional experience in Graphic Design, Industrial Design, and 3D Rendering/Animation, I am adaptable and always looking to develop new skills in order to create user-focused experiences. My strength is being able to combine design-thinking and problem solving with the ability to learn new technical skills in order to produce creative outcomes.

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Experience

2011-2017 | Dijt (now Freehive)

Designer and Partner working on a variety of projects including, Architectural Rendering, Product Rendering and Animation, product design, graphic design, and web design. Designed a fabrication method to rapidly prototype and build a series of iPad enclosures that developed into an entire product line for a company.

2018 - Current | Aarkitekkt

Freelance Designer and 3D Artist. Modeled, Textured, and Rendered multiple projects for tech companies to be used as marketing collateral.

2010 | Design Build Bluff

Design and construction of the Studio 23 House on the Navajo Reservation near Bluff, UT as part of a graduate program in collaboration with other graduate students. Designed and built a system of modular shelving units that were used in a pottery studio in the home.

SKILLS

Html, css, javascript, jQuery, Bootstrap, Node, mysql, react, photoshop, illustrator, blender 3d, Rhino 3d

Education

2019 - Full Stack Bootcamp Certificate | University of Utah
2011 - Master of Architecture | University of Utah Graduate School of Architecture
2009 - Bachelor of Architectural Studies | University of Utah