

Philip Johnson

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704 Magnolia Dr. Franklin, TN

Education

Bachelor of Science, Media and Information May 2016
Michigan State University, East Lansing, MI.

- Game Design and Development Specialization
- GPA: 3.76/4.0
- Major GPA: 3.93
- Deans List: 6/7 Semesters

Minor in Computer Science May 2016

Spartasoft Video Game Design Group August 2013 – Present

- Global Game Jam
- Local Game Jam
- Pre-Specialization

Relevant Coursework

Intro to Programming I | CSE 231

- Basics functions of Python program
- Responsible for 11 projects developed through Python
- Developed problem solving skills

Intro to Programming I | CSE 232

- Basics functions of C++program
- Responsible for 11 projects developed through C++
- Developed problem solving skills

Digital Imaging | CAS 111

- Developed more skills in multiple Adobe programs: Photoshop, Illustrator, and Bridge

Media Animation | CAS 208

- Basic & Advanced functions of Adobe After Effects

Media Interactivity | CAS 208

- Basic functions of JavaScript
- Developed an interactive text-base game with JavaScript
- Developed skills further in Adobe Dreamweaver

3D Modeling | TC 247

- Learned to develop and add controls to a 3D character
- Develop and create UV map for a 3D model
- Create and completely develop a 3D model from scratch

Intro to Interactive Media | TC 331

- Advanced function of JavaScript
- Made 14 web-based projects developed through JavaScript & HTML5

3D Animation | TC 347

- Learned how to add advanced controls to a 3D character
- Learned how to set the stage with lighting & movement camera a 3D world in Unity and Maya

Game Design & Development 1 | TC 445

- Game Development in Unity
- Developed two two-week projects and one five-week group project in Unity using C# programming

Game Design & Development 2 | TC 455

- Game Development in Unity
- Developed three five-week projects in Unity using C# programming

Skills

- Python
- JavaScript
- HTML5
- CSS
- C#
- C++
- Over 5 years of experience with Adobe Photoshop, Illustrator, Bridge, Dreamweaver, and Flash
- Adobe After Effects
- Maya
- Blender
- ZBrush
- Unity

Previous Work Experience

OS1 Custodian

May, 2014 – May 2015

- Worked with a team of custodial workers to clean up a building
- Help communicate and sectioned off work between workers to help clean the building more efficiently