

# Kara Johnson

Software Engineer | Technical Artist | Tools & Automation

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## Experience

**Technical Artist – Tools & Pipeline** May 2024 – Present

Deadlift Studios (Part-time)

Projects: Unannounced Game

- Develop custom tools to address artist challenges by extending functionality of content creation software
- Streamline workflow for synchronizing material assignment and visualization across Maya and Unreal Engine
- Set up and maintain Perforce version control for over 4,000 assets to ensure consistency within the pipeline
- Support 20 game artists and developers by leading training sessions and creating detailed tools documentation
- Automate process of validating naming standards and identifying unused assets, reducing project size by 25%

**Software Engineer in Test** Oct 2022 – Present

ESO Solutions

- Lead bi-weekly releases of production builds to deploy a web application with over 500,000 concurrent users
- Serve as engineering liaison by translating technical requirements between developers and non-technical leads
- Collaborate with 8 external teams in coordination meetings to improve data accuracy and pipeline efficiency
- Write production code to add customer-requested features and resolve bugs within an enterprise codebase
- Design and implement a continuous delivery pipeline for automated testing, reducing QA time by 80%

## Technical Skills

### Programming:

- Python
- PyQt5/PySide2
- C++
- C#
- JavaScript/TypeScript
- Perforce, Git

### Software:

- Unreal Engine 5
- Houdini, VEX
- Maya, MEL
- Snowflake, SQL
- Azure/Azure DevOps
- Agile Methodologies

## Projects

### Tools Engineer

Gunborne

A 3rd-person action game that merges the ruthless challenge of a souls-like with the frantic intensity of a bullet hell

- Develop Unreal Engine blueprints and C++ plugins to improve quality and speed of project development
- Design data table structures to identify game patterns by creating scripts to process over 9,500 assets
- Optimize performance by automating the creation of instanced static meshes based on equivalent properties

## Education

**Texas A&M University** May 2022  
Bachelor of Science in Architectural Engineering: Mechanical Systems GPA: 4.0

## Service and Activities

Unreal Developers LA – Member | Women in Animation – Member | HackForLA – Software Engineer