

Kara Johnson

Software Engineer | Technical Artist

Portfolio: karajohnson.info | LinkedIn: [karajohnson-info](https://www.linkedin.com/in/karajohnson-info) | GitHub: [kjohnsoninfo](https://github.com/kjohnsoninfo)
karajohnson.info@gmail.com | 281-703-6896

Technical Skills

Programming:

- C#
- Python
- PyQt5/PySide2
- JavaScript/TypeScript
- Agile Methodologies, Git

Software:

- Maya
- Houdini
- Unreal Engine 5
- Snowflake, SQL
- Azure/Azure DevOps

Experience

Software Development Engineer in Test

Oct 2022 – Present

ESO Solutions

- Serve as QA liaison by translating technical concepts to product leads and ensuring cohesive ticket criteria
- Write enablement code to add domains to base product, resulting in revenue gains of \$30,000 per customer
- Identify workflow inefficiencies by implementing Sonar code analysis into deployment files for 16 repositories
- Troubleshoot issues under tight timelines, exceeding project deadlines to attain a 95% successful release rate
- Design and implement a continuous delivery pipeline for automated testing that reduced QA time by 80%

Technical Artist

Dec 2023 – Present

Kyber Initiative Project (Part-time)

- Support 30 mid-to-senior level game developers and artists on a Star Wars Jedi Knight hobby project
- Develop pipeline tools to maintain integrated data between digital content creation software and game engine
- Streamline workflows by writing scripts that automate repetitive processes, reducing task time by 20%
- Create procedural systems that improve asset creation efficiency and address shortages in artistic resources

Projects

Procedural Asset Generator: Canyon Rocks ([GitHub](#))

- Developed a Houdini Digital Asset (HDA) that models high and low poly meshes for export to Unreal Engine 5
- Optimized pipeline from content creation to game engine by procedurally generating UV and normal maps
- Collaborated with artists to adjust tool parameters and ensure each asset matches overall creative vision

Material ID Tool ([GitHub](#))

- Created Python script in Maya that generates and applies materials for texture assignment and visualization
- Wrote comprehensive and clear documentation, facilitating seamless knowledge transfer and communication
- Implemented customizable features within user interface such as options for column counts and file paths

Education

Texas A&M University

Bachelor of Science in Architectural Engineering: Mechanical Systems

May 2022

GPA: 4.0

Service and Activities

ATX Game Makers – Member | Women/Asians in Animation – Member | OpenAustin – Software Engineer