

Kara Johnson

Software Engineer | Technical Artist

karajohnson.info ♦ karajohnson.info@gmail.com ♦ 281-703-6896 ♦ LinkedIn: karajohnson-info

Achievements

- Wrote enablement code to add 5 domains to base product, resulting in revenue gains of \$30,000 per customer
- Designed and implemented a continuous delivery pipeline for automated testing that reduced QA time by 80%
- Recognized by manager and lead developers for consistently exceeding role expectations and responsibilities

Technical Skills

Programming:

- | | | |
|-----------------|-------------------------|-------|
| • Python | • JavaScript/TypeScript | • C# |
| • PyQt5/Pyside2 | • HTML/CSS | • SQL |
| • MEL | • Agile Methodologies | • VEX |

Software:

- | | | |
|-------------------|-------------|----------------------|
| • Maya | • Houdini | • Azure/Azure DevOps |
| • Unreal Engine 5 | • Snowflake | • Git |

Experience

ESO Solutions

Oct 2022 – Present

Software Development Engineer in Test

- Serve as QA liaison by translating technical concepts to product leads and ensuring cohesive ticket criteria
- Engineer robust testing procedures to validate complex data pipelines, reducing production bugs by 30%
- 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

Kyber Initiative Game (Part-time)

Dec 2023 – Present

Technical Artist

- Develop integrated tools tailored to support artists' needs for a Star Wars Jedi Knight remaster hobby project
- Create scripts to improve asset generation efficiency with an emphasis on people-focused solutions
- Collaborate with 30 mid-to-senior level game developers and artists to maintain a cohesive tools pipeline
- Streamline artist workflows by writing scripts that automate repetitive processes, reducing task time by 20%

Projects

Material ID Tool

- 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
- Adapted tool continuously to user feedback by aligning and enhancing features based on artist requirements

Additional Released Tools

- Version Control Tool (Houdini/Python): Save and increment file versions with standard naming conventions
- Procedural Assets (Houdini/VEX): Mushroom and rock HDAs for environmental art models exported to UE5
- Rubik's Cube Script (Maya/ Python): Automate the modeling, texturing, and keyframing of a Rubik's Cube

Education

Texas A&M University

May 2022

Bachelor of Science in Architectural Engineering: Mechanical Systems

GPA: 4.0

Service and Activities

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