Kara Johnson
Software Engineer | Technical Artist

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Achievements
- Earned a promotion in less than 1 year by consistently exceeding role expectations and responsibilities
- Contributed to enablement and data access initiatives, resulting in revenue gains of $30,000 per customer
- Designed and implemented a CI/CD pipeline for automated testing that reduced QA time by 80%

Technical Skills
- Programming Languages: Python, PyQt5/PySide2, C#, JavaScript/TypeScript, SQL, HTML/CSS
- DCC Tools: Maya, MEL, Unreal Engine 5, Houdini, VEX
- Core Skills: Azure/Azure DevOps, Snowflake, Git, Jira, Trello, Agile Methodologies

Experience

Kyber Initiative Game (Part-time)   Dec 2023 – Present
Technical Artist
- Develop integrated tools tailored to support artists' needs with an emphasis on people-focused solutions
- Collaborate with 30 mid-to-senior level game industry professionals to maintain a cohesive tools pipeline
- Streamline artist workflows by writing scripts that automate repetitive processes, reducing task time by 20%
- Create comprehensive and clear documentation, facilitating seamless knowledge transfer and communication

ESO   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 reported bugs by 30%
- Identify inefficiencies in existing workflows and develop methods to maintain data integrity and reliability
- Troubleshoot issues under tight timelines, exceeding project deadlines to attain a 95% successful release rate

Projects

Dream Drop Studio: Ratman Game
- Support a 25-member studio as a developer and technical artist, solving a variety of challenges with the team
- Implement a customized UI system using Common UI plugin and Unreal Engine 5 Blueprints (WIP)
- Coordinate Trello board to foster collaboration and drive projects towards achieving goals set in each sprint

Material ID Script
- Created a Maya script that efficiently generates and applies materials for visualization and texture assignment
- Utilized by artists in the Kyber Initiative project to eliminate manual processes and integrate models to UE5
- Adapted continuously to user feedback by aligning and enhancing features based on artist requirements

Other Tools
- Version Control Tool (Houdini/PyQt5): 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/PyQt5): 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

Unreal Source – Member | Women/Asians in Animation – Member | OpenAustin – Software Engineer