Kara Johnson
Technical Artist | Software Engineer | Tools & Automation

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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

Experience

Technical Artist – Tools & Pipeline   May 2024 – Present
Deadlift Studios (Part-time)
Projects: Full Metal Overdrive
- Develop custom tools to address artist challenges by extending functionality of content creation software
- Set up and maintain version control integration between Perforce and Unreal Engine for over 4,000 assets
- Create comprehensive tool documentation and conduct training sessions, ensuring proficient use of tools
- Collaborate with art teams gather user requirements and improve pipelines to meet production needs
- Support 20 game developers and artists by troubleshooting technical issues and automating manual workloads

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
- Communicate 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%

Released Tools

Quick Asset Actions – Unreal Engine 5 Plugin (GitHub)
- Identified inefficiency in asset management workflow and proposed solution to improve project coordination
- Developed C++ plugin that streamlines the process of locating and organizing assets in the content browser

Material ID Tool (GitHub)
- Created Python script for Maya that generates and applies materials for texture assignment and visualization
- Implemented customizable features within user interface such as options for column counts and file paths

Education

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

Service and Activities

Women in Games Austin – Member | Women/Asians in Animation – Member | OpenAustin – Software Engineer