

# Kara Johnson

Software Engineer | Technical Artist | Tools & Pipeline

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## Experience

**Tools Programmer | Pipeline Technical Artist** May 2024 – Present

Deadlift Studios (Part-time)

Projects: Full Metal Overdrive

- Develop custom tools to improve quality and speed of artist output by extending content creation software
- Maintain scalable version control integration between Perforce and Unreal Engine for over 4,000 assets
- 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%
- Set up infrastructure and scripts for nightly builds, enabling rapid development and iteration of game systems

**Software Engineer in Test | Data Platform** 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 deliver advanced platform features to customers
- Write production code for data processing systems and resolve bugs within a complex enterprise codebase
- Design and implement a continuous delivery (CICD) 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

## Released Tools

### Quick Asset Actions – Unreal Engine 5 Plugin ([GitHub](#))

- Optimized inefficiency in asset management workflow by eliminating obsolete and misclassified project files
- 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 interface features, iterating upon user design during technical reviews with artists

## 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