

Noah Johnson | Pipeline Technical Artist

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WORK EXPERIENCE

Ready at Dawn Studios | Oculus Studios

Jan. 2016 – Present

Senior Tools Programmer

Irvine, CA

- LOD authoring toolset for consolidating meshes and compositing multi-draw call materials to single draw-call materials. (plug and play with RAD proprietary engine)
- Source Bake workflow for texture bake down of high/source ZBrush models to low res models integrated with Substance Automation Toolkit
- Substance Painter plugin that connected Maya export meshes, Substance Designer geometry bakes and multiple texturesets to an associated Substance Painter project.
- Material/Texture dependency integration tooling - Continuous refresh of material dependencies and updates to all associated asset types.
- URI framework that bridged runtime/build errors and asset/components with their associated authoring tools.
- Automated preview thumbnail captures for level actors/placeable assets and integrated with asset library tools.
- Resource dependency toolset that packed assets into streamable content packages associated with game levels.
- Runtime/Build error metadata structure for tool/engine consumption.

Credited as a Tools Programmer:

- Lone Echo II (2021) - PC / Oculus Rift
- Echo VR (2017-2021) - Oculus Quest
- Lone Echo (2017) - PC / Oculus Rift
- Deformers (2017) - Xbox One/PS4

InContext Solutions

Nov. 2010 – December 2015

Lead Technical Artist

Chicago, IL

- Lead a collaborative Technical Art team of three that supported environment and prop artists through tools development.
- Developed the asset pipeline: Maya tools via Python, editor extensions within the Unity platform (C#), automated asset integrations, and consistent improvements to authoring tools for lighting and shading.

Field Museum of Natural History

Jan. 2012 – Jan. 2013

Game Developer

Chicago, IL

- Shipped *TreeBit*, an educational game developed on Android mobile devices. My primary responsibilities extended to the asset integration pipeline, content optimization for mobile platforms, and final build deployment.

Columbia College Chicago

Sept. 2012 – Dec. 2015

Adjunct Faculty - Game Development

Chicago, IL

- Curriculum writer for the 'Engine Based Design' class instruction for game engine scripting and implementation with C# and Unity.

EDUCATION

Columbia College Chicago

May 2011

BA, Interactive Arts & Media

Chicago, IL

- *Cum laude* - Graduated with Honors 3.7 GPA

SKILLS & INTERESTS

- **Skills:** Python · C# · Autodesk Maya · Substance Designer/Painter · Adobe Photoshop · Unity · Jenkins · Qt/PySide
- **Interests:** Repairing and operating antique sewing machines, visiting historic California locations and collecting antiques