Ava Johnson

3D Artist

linkedin.com/in/avajohnson3d   -   avajohnson3d.com   -   artstation.com/ava_johnson

I am a fourth-year student at Rochester Institute of Technology who thrives on bringing characters to life. With a strong foundation in both the technical and artistic sides of 3D, I enjoy combining my knowledge by building and rigging characters to create strong animation tools that I can use to showcase creativity and personality.

PROJECTS

Senior Capstone Project - 08/2024 - 05/2025
Self-led, individual project to showcase my learning over the course of my degree, and prepare portfolio work for the future.
- Created two original character designs that I have 3D modeled, retopologized, and hand painted the textures, and will rig, and then animate before I graduate in May 2025.

3D World Short Film Collaborative Project - 01/2024 - 05/2024
Group project where each person had a distinct role in creating a short film to advertise the 3D Digital Design Program at Rochester Institute of Technology.
- Took on the roles of Character Rigger and 3D Animator, where I rigged two characters, and then created simple animations for the film.
- Worked closely with classmates in the roles of scriptwriter, storyboard artist, and character artist to get work done.
- Showcased at Imagine RIT: Creativity and Innovation Festival

EDUCATION

Rochester Institute of Technology - 3D Digital Design, BFA - 3.82 GPA   **08/2021 - 05/2025**
Classes taken cover topics such as
- Character rigging including blendshapes, set-driven keys, IK/FK switches, and custom attributes
- Scripting in Maya in Python
- 3D animation in Maya and Blender
- Character design and sculpting in Blender and ZBrush 3D
- Modeling and environment design in Maya and Blender, with rendering in Maya, Blender, and Unreal

EXPERIENCE

Classroom Assistant at Rochester Institute of Technology   **08/2023 - 12/2023**
- Guided beginner students through advancing their knowledge in Blender and Maya to complete projects throughout the semester, covering skills in hard-surface modeling, sculpting, retopology, rigging, weight-painting, and animation.
- Carried out in-class activities in Blender and Maya to help teach specific project and software skills such as new approaches to hard surface and organic modeling, fixing bad topology, how to UV complex surfaces, an experiment with joints and constraints, and an introduction to the graph editor.
- Assisted students one-on-one during provided work time to find solutions to problems they encountered in their projects in areas such as ideation, creative block, project management, finding resources, and technical issues.

SKILLS

3D Software and Relevant Skills - Maya, Blender, Houdini, ZBrush, Unreal Engine, Adobe Creative Suite, Google Sheets, Microsoft Excel, Python