

Ruthjeana Johnson

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470 - 334 - 2397

Software

- Autodesk Maya
- Zbrush
- Substance Painter
- Marvelous Designer
- Mudbox
- Unity
- Adobe After Effects
- Adobe Photoshop

Skills

- Interpersonal skills
- Proficient in coding in C#
- Able to quickly adapt to new ideas
- Office management skills, including organization, scheduling, and administrative support.
- Traditional skills in gouache, acrylic and oil painting

Education

Savannah College of Art and Design (September 2020 – May 2025)

Major: Bachelors in Animation

Minor: Interactive Design and Game Development

Work Experience

Resident Mentor(September 2021 – May 2025)

Savannah College of Art and Design

Atlanta, GA, USA

- Assist residents with check-in, lockouts, maintenance, and emergencies.
- Conduct inspections and update resident records.
- Mediate roommate conflicts and provide on call support.
- Lead campus tours, host events, and handle administrative tasks.

3D Modeler, Texture Artist

Phony (2025)

Atlanta, Georgia, USA

- Modeled and textured a series of props including sculptures, ornate frames for a museum scene, and a set of tables in Maya.

3D Modeler

House of Ghoul (2025)

Atlanta, Georgia, USA

Created a model of a mansion with with landscaped greenery on both sides in Maya.

3D Modeler

Unfinished Journey (2024)

Atlanta, Georgia, USA

- Modeled the main character in Zbrush and completed the retopology in Maya.

3D Modeler, Technical Lighter , Texture Artist

Tea (2024)

Atlanta, Georgia, USA

- Modeled a rough layout of the room containing furniture and and props. Completed models of a tea set, stylized furniture, and various other props.

Lead Technical Lighter

Out of Time (2023)

Atlanta, Georgia, USA

- Placed environment and character lights for all scenes in Maya.

Intern

Fincastle Media Group (July 2022 – August 2022)

Nassau, Bahamas

- Assisted with camera, light setups, and filming for commercials and news media coverage.