

Karen Johnson  
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Results-oriented leader with comprehensive design experience seeking a career as Graphic Designer that will provide an opportunity to utilize a strong commitment to visually solving problems, team support, and meeting deadlines.

### Graphic Design Experience

#### Graphic Designer July 2010 – Present

*Innovative Technology Application, Inc. (ITA), Springfield, VA*

Design web and computer-based training material for Department of Defense government clients such as the United States Marine Corps.

- Work within a team of graphic designers, programmers, and instructional designers to produce educational training modules.
- Assist in finding proposals for potential contracts.

#### Graphic Designer February 2001 – Present

*Karen Johnson, Throughout the U.S.*

Meet with clients, such as SAIC and Covad to discuss their individual project needs. Create documentation that outlines the project concept with business objectives, states the target audience, discusses the visual goals and how they will be measured, and lists technology requirements.

- Create graphic, website, user interface, print, and marketing design materials.
- Create 3D modeling and animations.
- Create interactive training materials using Flash Actionscript 2.0. Translate 3D into 2D.

#### Graphic Designer July 2005 – January 2006

*Kadix Systems, Arlington, VA* Examples: [www.paintedthorn.com/kadix](http://www.paintedthorn.com/kadix)

Assisted in the design of courseware development in a team of five artists, meeting Section 508 compliance. Designed performance-based and multimedia training materials for the U.S. Coast Guard.

- Videotaped U.S. Coast Guard BUSL boats and created 3D models and Flash animations based on the videos. Used Flash Actionscript 2.0 for interactivity.
- Created production schedules and asset management structure to assist with time management, maintaining deadlines, and adjusting benchmarks when needed.

#### 3D Artist, Character Animator December 2003 – July 2004

*Angle Incorporated, Springfield, VA*

Rigged and animated realistic 3D humans and vehicles in a simulated navy setting as part of a team that won an award for Lockheed Martin's creation of 3D ship simulations.

#### 3D Character Rigger – Film October 2003 – December 2003

*Allen Mezquida Production, Los Angeles, CA*

"The Dog Whisperer" Short Film shown at 2004 Siggraph Electronic Theater.

Responsible for rigging and skinning quadruped and biped characters for animation.

## **Academic Experience in Media Arts and Animation**

### **Faculty Member, Assistant Department Chair**

July 2004- April 2008

*The Art Institute of Washington, Academic Affairs, Arlington, VA*

Provided support for student and faculty of the Media Arts & Animation Department. Served on the Curriculum Development, Student Success, and Faculty Development Committees.

- Instructed advanced courses in Interactive Design, Digital Ink & Paint, 3D Animation, Modeling, Portfolio Presentation, and Production – project management.
- Designed and developed First, Mid, and Final portfolio review guidelines, standards, and methods of assessment. Coordinated portfolio reviews for over 200 students.

### **Interim Department Chair**

September 2006 – April 2007

*The Art Institute of Washington, Academic Affairs, Arlington, VA*

Responsible for the recruitment, development, and supervision of a team of 13 faculty members in the Media Arts & Animation and Game Art & Design Department.

- Provided leadership and vision by implementing and developing curriculum.
- Staffed classes for both departments with over 400 students; and met with parents and students to discuss personalized academic programs and methods of obtaining success.

## **Education**

Argosy University, Arlington, VA, 2007-2008

Doctor of Education (EdD), Educational Leadership, Completed 15 credits, GPA 4.0

Savannah College of Art & Design, Savannah, GA, 2003

Masters of Fine Art (MFA), Computer Art & Animation

San Jose State University, San Jose, CA, 1996

Bachelor of Arts (BA), Computers in Art & Design/Research & Education

Minor in Special Education

## **Skills**

- Adobe CS5: Photoshop, Illustrator, Dreamweaver, Flash, Premiere
- Autodesk: Maya, 3D Studio Max
- Microsoft: Word, Excel, PowerPoint; Content Management: Blackboard, Joomla

## **Clearance**

Secret, Department of Defense, 2005

## **Academic Achievement**

Savannah College of Art & Design, Savannah, GA, 2001-2003

Morris Scheer Fellowship Outstanding Portfolio Award.

## **Activities**

U.S. Swimming, U.S Master Swimming, 1988 – Present

NCAA Division I Swimming, 1990 – 1992