



Ty Johnson 3D Modeler

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- 6 years of modeling experience
- Bachelors of Science in Media Arts and Animation
- Extensive experience modeling to exact specification
- Award winning fine arts background

Maya, Zbrush, Topogun, Photoshop, After Effects, and Flash

Experience 9/2010 – Present LAIKA Entertainment Portland, OR
Rapid Prototype Modeler II

Responsible for modeling Norman and other lead characters. Generated both low and high-res topology per character. Engineered, modeled, prototyped and assembled replaceable face systems, head assemblies, and eye mechanisms. All the while balancing firm time constraints with the demands of painters, riggers, quirky 3D printers, and ultimately stop-motion animators.

11/2009 – 9/2010 LAIKA House Portland, OR
Freelance Modeler

- Frito-Lay “And Then There Was Salsa”
Modeled dozens of realistic vegetables and used these to construct delicious fantasy landscapes. Commercial premiered during the 09’ Fiesta Bowl, is featured in *Motionographer* magazine, and was recently nominated for an Annie award.
- Wonka “Chocolate Waterfall”
Modeled hero candy bars, botany and several props. Assisted with scene layout and was the productions sole environment modeler.

9/2008 – 11/2009 LAIKA DDG Portland, OR
Modeler

Helped translate would-be CG feature films into fully realized shorts. These mini movies stress-tested Laika’s animation pipeline and preempted technical issues. Every character, prop, and environment was held to feature film standards with commercial-like deadlines.

3/2006 – 9/2008 Reality Engineering Vancouver, WA
Modeler/Illustrator

With a close team of generalists, helped build a library of 200+ animated dental procedures for Realty’s proprietary software. Modeled numerous medical devices accurate within a thousandth of an inch. Models were used to create interactive media , mechanical blow-ups, promotional videos, training aids, and trade show materials.

12/2005 – 03/2006 Animation Dynamics, Inc. Portland, OR
3D Modeler/Animator

Modeled and rigged both characters and props for use in an animated promotion for Intel’s 64 bit processors. Other projects include print ads for Wilson Sporting Goods, promotional give-aways, and animated blow-ups of machinery.

6/2005 – 09/2005 LAIKA Entertainment Portland, OR
College Intern

- Created clay sculptures and props for various commercials
- Constructed miniatures for stop-motion Samsung commercial
- Assisted Director John Logue with public service announcement

Education 2005 The Art Institute of Portland Portland, OR
BS, Media Arts and Animation