Lewis Johnson

(702) 588-3079 · lpj26@drexel.edu
https://lpjohnsonworks.com/
www.linkedin.com/in/lewis-paul-johnson

BACKGROUND

I have had a deep love for animation for years and believe that stories bring people together. I want to give people's dreams a form and a voice, validating the choices and feelings that people have in their lives, through animation and VFX.

EDUCATION

Drexel University, Philadelphia, PA
Anticipated Graduation – June 2026
B.S. – Animation & VFX

SKILLS

- Maya
- Substance Painter
- Blender
- Unreal Engine 4
- Substance Painter
- After Effects
- Photoshop
- Figma
- Python
- Nuke

AWARDS

Founder's Scholarship
Drexel University, 2021 – Present

Westphal Portfolio Scholarship
Drexel University, 2021 – Present

2023 student ambassador of the year
Drexel University, 2022 – 2023

Dean's List
Drexel University, 2021 – 2022

EXPERIENCE

3D Generalist Intern — *Matrioshka Games*

SEPTEMBER 2022 – MARCH 2023   Philadelphia, PA

- Created new game assets from environment objects to hero props
- Modified existing assets to create additional variations, e.g., turning a blacksmith into a doctor through mesh editing and resurfacing
- Developed visual look off mood board
- Worked on tight production timeline to implement and optimize assets

Digital Product + Graphic Design/Marketing Intern — *MilkCrate*

SEPTEMBER 2023 – PRESENT   Philadelphia, PA

- Work as team member to design, market, and implement personalized mobile apps for nonprofits
- Design wireframes for nonprofit app development
- Update and implement apps in web databases
- Develop new design standards for apps

Drexel Student Ambassador — *Drexel University*

APRIL 2022 – PRESENT   Philadelphia, PA

- Conduct campus tours for prospective students and families; convey Drexel history and represent Drexel to the community
- Staffing front desk in Drexel's Visitor Center
- Awarded 2023 student ambassador of the year from field of 50+

Animation Class Member — *Ed W. Clark High School*

AUGUST 2017 - MAY 2021   Las Vegas, NV

- Developed animations based on challenges set by instructor
- Spearheaded and helped teach Blender for modeling and animation
- Extensive experience designing projects in Blender and Adobe Suite

PROJECTS

AP Research Project — *Ed W. Clark High School*

AUGUST 2020 – MAY 2021   Las Vegas, NV

- Independent project to study suitability of Blender as a physics simulator for educational purposes
- Proved basic feasibility and identified gaps for further research and development
- Programmed Blender add-on in Python to track simulation data