



Max Johnson

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[Linked In Profile: http://www.linkedin.com/in/itsmax](http://www.linkedin.com/in/itsmax)

Online Portfolio

<http://www.itsmax.net/design>

Experience

- **Technical Artist, Blue Shift Inc. (2006 - Present)**

Depending on the project responsibilities include UI design and implementation, texture manipulation, prototyping, creating scripts and tools for artists, automating art pipelines, writing and augmenting CG shaders, game design, concept art, internal documentation, and performing general art-related firefighting.

- **Lead Technical Artist, Panasonic (through Blue Shift Inc.) (Feb.-Dec. 2010)**

UI and interaction design, UI framework prototyping and implementation, page flow diagrams and wireframes.

- **Shell Artist, Blue Shift Inc. (2005 - 2006)**

UI design, implementation, and integration for Slugfest 2006.

Credits

2011 Farmville (PC, browser) - Zynga

2011 Saints Row 3 (PS3, 360, PC) - THQ

2011 UFC Trainer (PS3, 360, Wii) - THQ

2011 Homefront (PS3, 360) - THQ

2010 UI and OS (The Jungle) - Panasonic*

2010 Ripsmart (PC, browser) - Pandoodle

2009 Re-Mission 2 (PC) - HopeLab

2009 Multi-player blackjack - (Coin-Op) - IGT *

2009 Blitz: The League 2(PS3, 360) - Midway

2009 Champions Online (PS3) - Cryptic Studios *

2008 Photo Party (360) - Microsoft

2008 Ballers: The Chosen One (PS3, 360) - Midway

2006 Slugfest 2006 (PS2) - Midway

2006 Superman Returns (PS2, Xbox) - Electronic Arts

* *SKU cancelled*

Technical Skills

- Photoshop and UI wizardry with an eye for layout and typography.
- Designing and implementing user interface solutions in accordance with (or independent of) art direction.
- Performing "quick and dirty" prototyping with Flash or javascript.
- Writing XML, parsers, batch files, source control integrations and other sundry automation.
- Working within and scripting for multi-platform, multi-language art pipelines.

Software

Photoshop, Illustrator, Flash, Dreamweaver, Maya, Visual Studio, Perforce, Premier, After Effects, InDesign, Xui, Screen Studio, Unreal Editor

Languages

HTML/CSS, Javascript, MooTools, Actionscript, Melscript, CG/HLSL, plus bits of PHP, Perl, Python, and C++.

Personal Attributes

- Friendly and forthright with a natural tendency to integrate well into any group or setting.
- Strong foundations in typography, photography, graphic, and user-interface design.
- Works together with both art and engineering staff to help maintain coherence between departments.
- Accustomed to balancing multiple projects simultaneously.
- Has an eye for streamlining artist work flow and minimizing human error through automation.
- Highly absorbent, soaking up skills like a sponge or hand-towel.
- Designs scripts and shaders to be extensible and re-usable in future projects.
- +2 Dexterity Modifier

Education

BFA in Multimedia Design, University of Oregon, 2000-2005



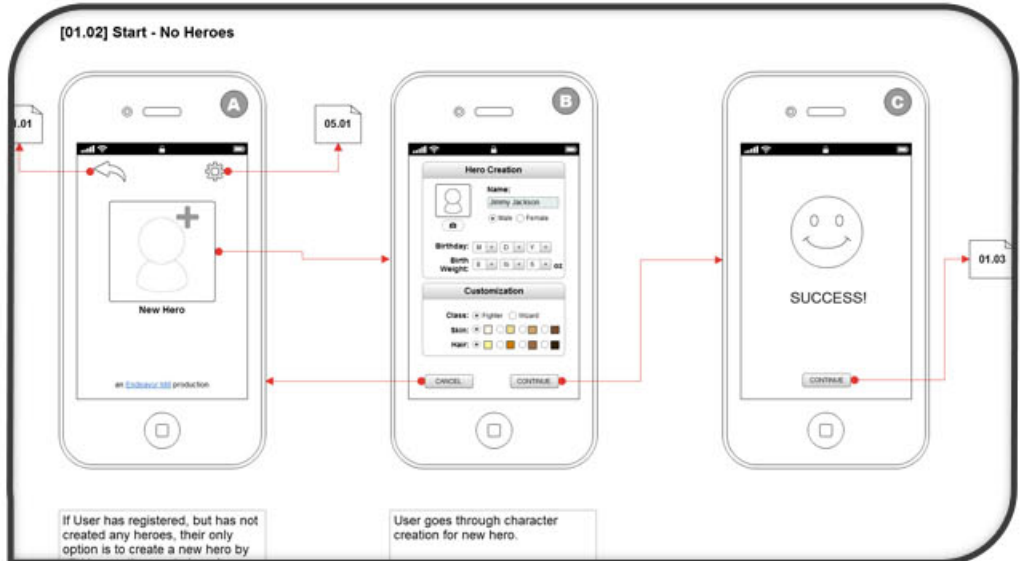
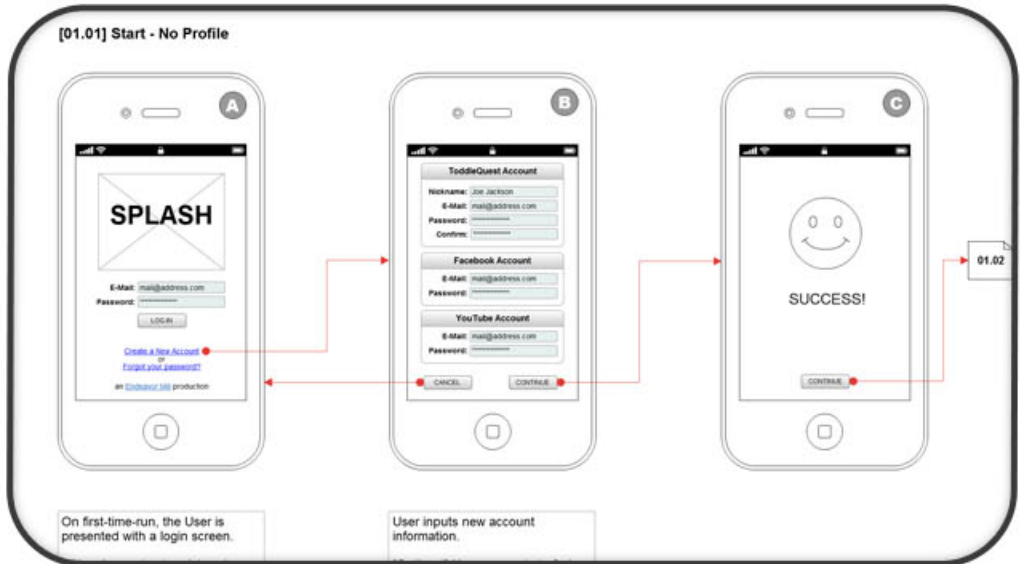
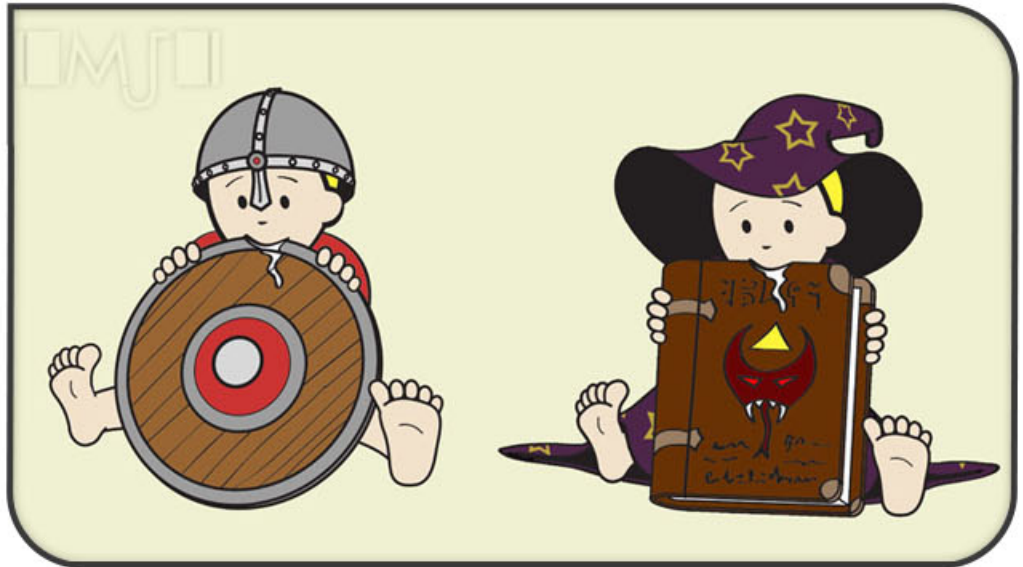
ToddleQuest

(In Development)

A fantasy themed web and mobile app targeted to parents with infants and toddlers.

Social media integration and native photo api support. Backend cloud server.

Duties include UX/UI design, use-case and wire-frame documents, front-end development, plus art direction and production.





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Blue Shift Inc.

http://www.blueshiftinc.com

Designed to showcase the massive number of clients and products that Blue Shift Inc. has been credited in to since its creation.

Uses the MooTools javascript framework for animation, pre-loaders, and light-box effects without the need for Flash.



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Our Games

Blue Shift Inc. is involved in developing various games from across the spectrum of the gaming world. We are focused on developing the greatest possible game with the use of our dedicated and skilled staff along with our state-of-the-art technology. We are able to develop for any current-gen console or PC title.

Currently we are working with industry-leading game developers on assorted blockbuster PlayStation 3, Xbox 360 and PC titles which have not been announced at this time.

Here is a list of titles Blue Shift Inc. has contributed to already:

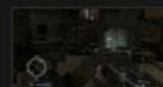
- 2011 Homefront (PS3, 360) - THQ
- 2010 Devil's Third (PS3, 360) - THQ
- 2010 UFC Undisputed 2010 (PS3, 360) - THQ
- 2010 Section 8 (PS3) - TimeGate Studios
- 2010 UI and OS (The Jungle) - Panasonic *
- 2010 Ripsmart (PC, browser) - Pandoodle
- 2010 WWE Legends vs Superstars (PS3, 360) - THQ
- 2009 Re-Mission 2 (PC) - HopeLab
- 2009 Project Offset (PC Larrabee) - Intel *
- 2009 Multi-player blackjack - (Gaming Coin-Op) - 1GT *
- 2009 Blitz: The League 2(PS3, 360) - Midway
- 2009 Slippgate Ironworks MMO (PC MMO) - Gazillion *
- 2009 UFC Undisputed (PS3) - THQ



(PS3, 360) - EA Entertainment *

(Xbox 360) - EA

(PS3) - EA



(PS3) - Sega



(PS3)



(PS3)



HOME - COMPANY - GAMES - TECHNOLOGY - CONTACT

BLUE SHIFT INCORPORATED



- 2011 Homefront (PS3, 360) - THQ
- 2010 Devil's Third (PS3, 360) - THQ
- 2010 UFC Undisputed 2010 (PS3, 360) - THQ
- 2010 Section 8 (PS3) - TimeGate Studios
- 2010 UI and OS (The Jungle) - Panasonic *
- 2010 Ripsmart (PC, browser) - Pandoodle
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- 2009 Slippgate Ironworks MMO (PC MMO) - Gazillion *
- 2009 UFC Undisputed (PS3) - THQ
- 2009 Champions Online (PS3) - Cryptic Studios *
- 2008 Photo Party (360) - Microsoft
- 2008 Mercenaries 2 (PS3) - Electronic Arts
- 2008 Torque Engine (PS3) - Garage Games *
- 2008 Warhammer Online (PC MMO) - Electronic Arts
- 2008 Ballistics: The Clown (PS3, 360) - Midway
- 2007 Medal of Honor: Airborne (PS3) - Electronic Arts
- 2007 Spider-Man 3 (360, PS3, PSP) - Activision
- 2007 Battlefield: Bad Company (PS3) - Electronic Arts
- 2007 NBA 2007 (PS3) - Electronic Arts
- 2007 Command & Conquer: The Generals (PC, PS3, 360) - Electronic Arts
- 2007 Gods and Heroes (PC MMO) - Perpetual Entertainment *
- 2006 Re-Mission (PC) - HopeLab
- 2006 Fight Night Round 3 (PS3) - Electronic Arts
- 2006 Slippfest 2006 (PS2) - Midway
- 2006 Lord of the Rings: The Battle for Middle Earth (Xbox 360) - Electronic Arts
- 2006 Superman Returns (PS2, Xbox) - Electronic Arts
- 2005 The Godfather (PS2, Xbox) - Electronic Arts
- 2005 Marvel Nemesis: Rise of the Imperfects (PS2) - Electronic Arts
- 2004 Rung Falls (PS2, Xbox) - Acclaim *
- 2004 Atari Anthology (PS2, Xbox) - Digital Eclipse
- 2004 Timeplay prototype (Xbox) - Timeplay *
- 2004 Stranger's Wrath (PS2) - Electronic Arts
- 2004 Pocket Kingdom (N. Gages)
- 2004 Major League Baseball 2k4 (PS2, Xbox) - Sega
- 2003 World Series Baseball 2k3 (PS2, Xbox) - Sega
- 2002 World Series Baseball (Xbox) - Sega
- 2002 Toxic Grind (Xbox) - THQ
- 2001 World Series Baseball 2k2 (Dreamcast) - Sega
- 2000 T.J. Lavin Ultimate BMX (PS1) - THQ
- 1999 Hydro Thunder (PS1) - Midway
- 1999 Nuclear Strike (N64) - THQ
- 1999 Dave's Diner (Coin-op) - Atari *
- 1998 NCAA Football '99 (PS1) - Electronic Arts
- 1998 Madden '99 (PS1) - Electronic Arts
- 1998 Vapor TRX (Coin-op) - Atari
- 1997 Running Wild (PS1) - 389 Studios
- 1996 Dinosaur Raptor (PS1) - Universal Interactive



BSI UI Builder

BSI (internal development tool)

UI Builder was a WYSIWYG melscript tool used to create and preview game menus directly in Maya. The "widget" based system allowed artists to quickly create and manipulate UI objects like images, text, lists, etc. Screen interactions could also be tested in a preview mode with up to 4 Xbox controllers (plugged in via USB).

Complex event based object interactions could be built using the tool's "objects" tab. Events and responses were applied to the selected widget from a popup menu.

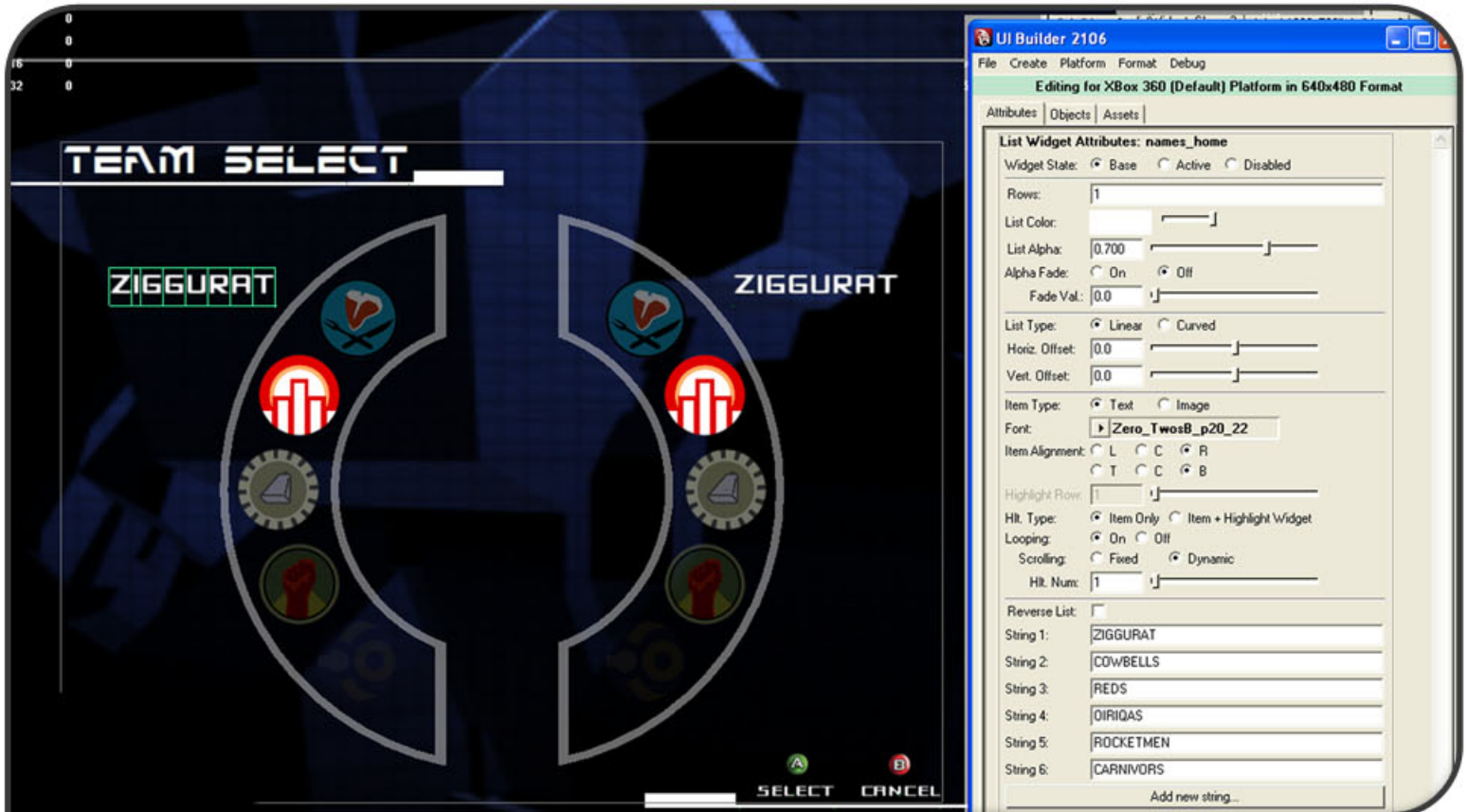
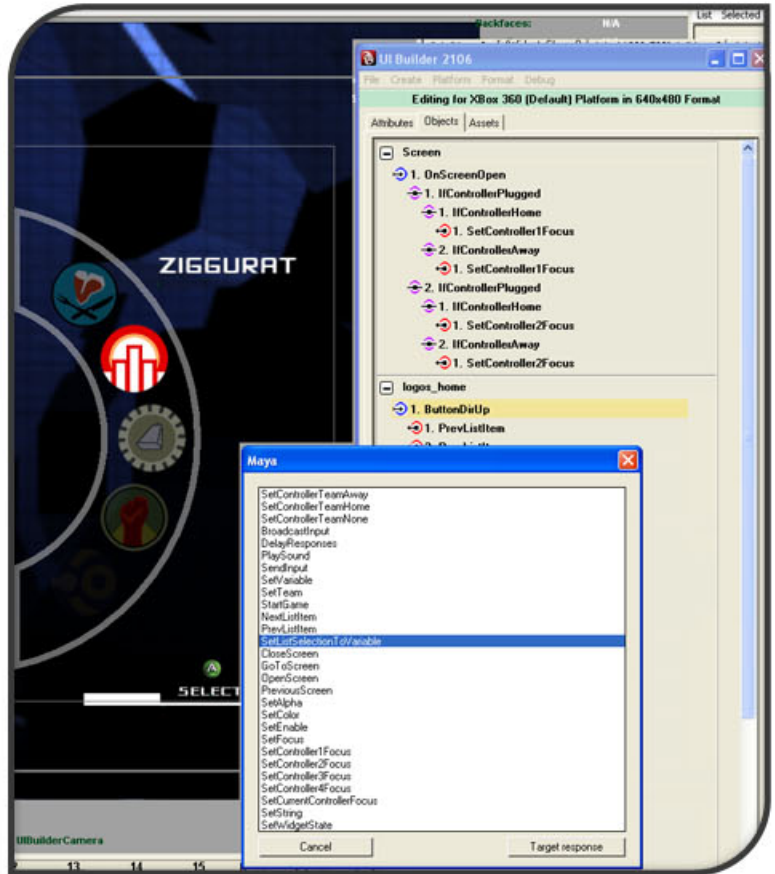




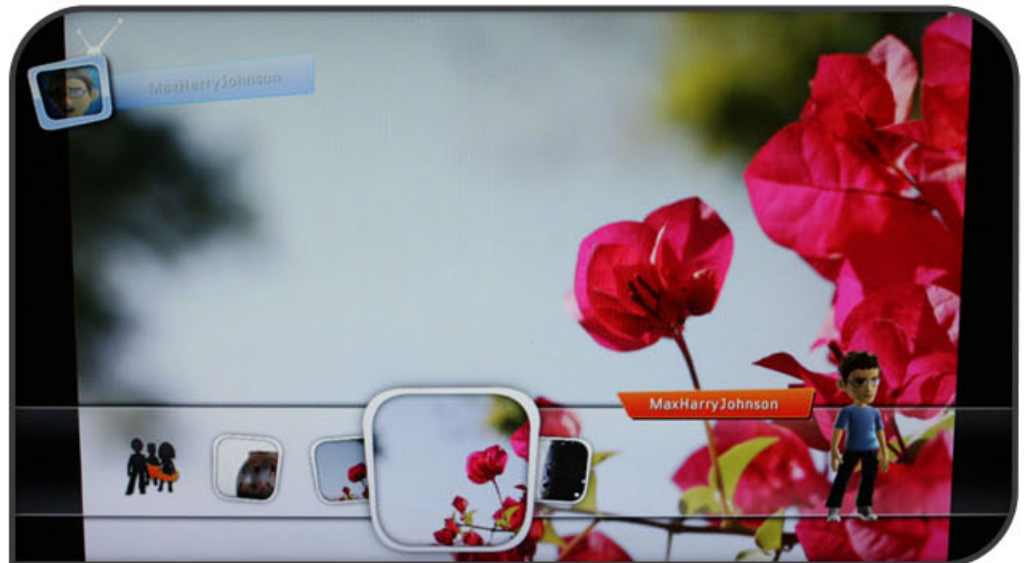
Photo Party

XBox 360

Contracted by Microsoft to create an image sharing app for the Nov. 2008 release of the dashboard update with a new Avatar feature for the XBox 360.

Created within 2 month window using still-in-development APIs.

Interface for sharing photos from various media sources in an interactive multi-user slideshow. Incorporates Avatars with basic thumbs-up/down voting and emotes.






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WHY A.E. SERVICES PORTFOLIO BLOG CONTACT

Portfolio

Matt & Anna



"This day was more amazing than I thought it could be. Matt and I put lots of time into making the ceremony and reception personalized, and were elated that everything went smoothly. It was a whirlwind blur of a day, but all the memories (and photos and videos) we have now help us celebrate the day and all who attended after the fact." - Anna

Jennifer & Luis



"We managed to coordinate having our ceremony and reception at two different locations as well as my two dress changes. Having roughly 75 friends & family come together to celebrate our wedding was a wonderful affair." - Jennifer

Sharing is caring!

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Artisan Events

http://www.artisaneventsNW.com

Wordpress theme design and buildout with social media integration for an event planning business.

Features and modules were chosen to allow the client to easily update pages without further support.



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WHY A.E. SERVICES PORTFOLIO BLOG CONTACT

« Photography D.J. or Live Music? »

Tasty Cake!

Some people believe the difference between a good wedding and a great one is the cake. Others don't care at all. No matter where you fall on this scale here are some things to consider.

If you want a particular color for the cake, bring in a swatch to show the baker. Try to have some ideas, styles you like before you visit bakeries and try to narrow down your choices to a select few, then schedule in person meetings.

The size of cake is depended on the number of guests.

Is it more important that your cake taste good or look good?

It's good to order the cake 6-8 months in advance.

Usually the top tier of the cake is not eaten and is instead frozen and consumed on your one year anniversary as a re-commitment to the marriage.

Do you want a grooms cake?

Have a notebook so you can write down ideas and dates. Here are some questions to ask:

what is the cost? Is delivery included?

Do they offer tastings before you order?



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WHY A.E. SERVICES PORTFOLIO BLOG CONTACT

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Anything you need to know, just ask!
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