

Sophia Johnson

Chicago, Illinois
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Visual artist studying as a Senior in the School of the Art Institute of Chicago. Currently lives in Chicago and is fluent in English and Mandarin. Focus on digital drawing, animation, video editing, designing and in all, creating artworks of value.

Education

School of the Art Institute of Chicago

Chicago, Illinois 2019-present

Bachelor Fine arts, Animation, Merit Scholarship Recipient

Dulwich College International Suzhou

Jiangsu, Suzhou, graduated 2019

IB Bilingual diploma

Professional Experience

Graphic Design Internship, *Dim Events*

Chicago, IL 2021.12.10-2 5.13

Designed logos and fliers for advertisement.

3d Animator Internship, *FlashMonkey Inc.*

Chicago, IL 2021.7-2022.1.19

Designed the mascot of the company and created a 3d model based on it. Painted and rigged the model in Maya for animating. Made 3 demo animations to demonstrate the character, and created an introduction video for the company.

AV tech support, *School of the Art Institute of Chicago*

Chicago, IL, 2019- present

Worked as a technical support assistant for projectors, speakers, monitors, iMacs and Zoom in school events such as art exhibitions, artist talks and Zoom webinars.

Logo designer, *Innovision Semiconductor Inc.*

Guangzhou, China, 2019

Designed website heading logo and product logos for semiconductors for the company.

Specialized in Programs

Adobe Animate	Maya
Adobe Photoshop	Substance Painter
Adobe Premiere Pro	Zbrush
Adobe After Effects	Toon Boom Harmony
Toon Boom Storyboard Pro	Clip Studio Paint EX

Skills

Modeling	Designing, Storyboarding
Animating, Keyframing	Illustration

Languages

English (native)	Chinese (proficient)
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Relevant coursework

Experimental 3d

Learned functions in Maya relating to animating and rendering, and also modeling and painting textures within Zbrush and Substance Painter

Digital bodies

Created figures, rigged joints, and keyframed body parts in Maya

Virtual Installation

Made AR projects, such as filters in Instagram, Facebook, and applications with Vuforia, Unity, GitHub and Mozilla Hubs

Advanced Drawing for Animation

Made fundamental animations using traditional methods of hand drawing, learning to apply the basic principles of animation.

3D Character Animation

Learned to apply traditional animation principles to 3D rigged models, and timing the keyframes to create believable animation.

Group Exhibitions

2019 *Homescape*, The Franklin, Chicago, IL

2020 *At Home through the Phone*, Online
<https://anneligoeller.net/athomethroughthephone.html>

2021 *Imaginary Worlds*, Online
<https://hubs.mozilla.com/4Y8Rb4T/virtual-installation-final-exhibition>

2022 *SAIC @ the Field Museum, Group Show*
<https://www.fieldmuseum.org/exhibitions/saic-at-the-field-museum>