



Sophia Johnson

New York, New York
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<https://www.sophiajohns27.com/reel>

Visual artist that is currently pursuing a path of telling stories through imagery. Focusing on creating illustration and animation both 2D and 3D to convey stories that will inspire people and make them happy.

Skills

- Storyboarding
- 3D, 2D Animation
- Modeling
- Concept Illustration

Softwares

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

Languages

- English (native)
- Chinese (proficient)

Education

School of Visual Arts

New York, 2023-present
Master of Fine arts, Computer Arts
Graduation date: 05/2025

School of the Art Institute of Chicago

Chicago, Illinois 2019-2023
Bachelor Fine arts, Animation,
Merit Scholarship Recipient

Professional Experience

2D Animator and Concept Artist, *Aquest*

New York, NY June 2024 - present
Currently am working remotely on an animation video for Aquest as a freelancer. Drew character designs and concept art for the world of Aquest, painted backgrounds for the Aquest world in the animation. Animated keyframes and in-betweens for many shots.

General Assistant, *VIEW Conference 2024*

Turin, Italy, June - October 2024
Worked as a general assistant hybrid for VIEW Conference 2024, helping out with both partnerships, social media and marketing. Designed posters for online promotional activities and marketing. Researched and reached out to animation studios, establishing partnerships between the conference and studios.

Video Editing Internship, *Design & Customize LLC*

Burlingame, CA June - August 2023
Created 3D and 2D animations for advertisement on Instagram. Modeled, textured and animated assets in Blender, and composited videos to match the brand. Added and edited stock library audio to provided footage and made many different designs of logo openings for each advertisement clip.

Graphic Design Internship, *Dim Events*

Chicago, IL Dec 2021- May 2022
Designed logos and fliers for advertisement.

3D Animator Internship, *FlashMonkey Inc.*

Chicago, IL July 2021 - Jan 2022
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.

Group Exhibitions

- 2019 **Homescape, *The Franklin, Chicago, IL***
- 2020 **At Home through the Phone, *Group Show***
- 2021 **Imaginary Worlds, *Group Show on Mozilla Hub***
- 2022 **SAIC @ the Field Museum, *Group Show***
- 2023 **FVNMA Siskel Festival 2023 *thesis show***

Conferences

- 2024 **VIEW Conference, Turin, Italy**
Panelist for *Young People in VIEW: Storytelling and Climate Change*