

Phill Johnson

Education:

M.F.A, May 2011, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX), Arts and Technology. Studies centered on game theory and production, with additional focus on interactive media and how it can be distributed on mobile devices through the web.

B.A., May 2008, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX), Arts and Technology. Focused on game, level, and web design.

Research Interests:

Game & Level Design, Serious & Educational Games, Real-time Graphics and Shaders, Mobile Gaming, Web Development and Design

Employment History:

Teaching Associate, 2009-Current, Arts and Technology, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

- Designed and instructed course "Virtual Environments"
- Lectures and student work focused on games and interactive experiences
- Emphasis on principles of environmental narrative, flow of space, and play
- Advised senior projects involving game level design and virtual worlds

Research Assistant, 2007-2009, Arts and Technology, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

- Served as production coordinator and art lead for grants and funded projects through U.S. Training and Doctrine and Joint Forces Command
- Presented research and development results to U.S. military representatives
- Worked with new technologies to develop environments for serious games and simulations

Awards:

Outstanding Achievement in Cross Function Development Award, 2010, National Training and Simulation Association. For the First Person Cultural Trainer.

Top 10 finalist for the Governor's Cup at the Interservice/Industry Simulation and Education Conference, 2009. For the First Person Cultural Trainer.

Publications:

Zielke, M., Evans, M., Dufour, F., Johnson, P. et al., "Serious Games for Immersive Cultural Training: Creating a Living World." IEEE, Computer Graphics and Applications 29(2): 49-60, 2009.

Technical Skills:

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- Skilled with Adobe Photoshop, Illustrator, InDesign, Premiere Pro, Flash, Autodesk Maya, Mudbox, Zbrush, CrazyBump
- Worked with id Tech 4, Unreal Engine 2.5/3, Unreal Development Kit, Unity
- Familiar with Python, Objective-C, Java, ActionScript, UnrealScript, PHP, JavaScript, HTML, and CSS

Courses Taught:

2011, Spring, GAME-1304, Level Design

2011, Spring, ATEC 3365, Virtual Environments

2010, Fall, GAME-1304, Level Design

2010, Fall, ATEC 3365, Virtual Environments

2010, Spring, ATEC 3365, Virtual Environments

2009, Fall, ATEC 3365, Virtual Environments

University Grants and Sponsored Projects Involved with:

First Person Cultural Trainer: Spirals 1 and 2, 2009-2010, The University of Texas at Dallas and U.S Army Training and Doctrine G2. Production Coordinator

- Managed art direction and pipeline for a team of 15 to create an improvised explosive device network defeat serious game
- Delivered presentations on progress to military representatives in Orlando, FL and Washington, D.C.
- Worked closely with designers to create gameplay spaces that represented urban, semi-urban, and rural locations in Afghanistan and Iraq.

Joint HUMINT War-Gaming Trainer, 2008, The University of Texas at Dallas and U.S. Joint Forces Command. Level Designer

- Focused on creating an Urban Afgani environment using new gaming technologies
- Optimized environmental construction methods for art and production teams

Culture and Character: A Training Game, 2007, The University of Texas at Dallas and U.S. Army Training and Doctrine G2. Level Designer

- Designed and implemented geo-typical Afghani village for a serious game focusing on cultural training
- Focused on reproduction and accuracy using video, photographic, and architectural resources

Published Games:

Famished Farm Animal Frenzy, 2010, Five Minute Games. Technical Direction and Promotional Material Production.

- Multiplayer iPad game inspired by classic board game
- Fully 3D, animations with real-time physics

Exhibitions:

Blossom, 2010, Fall Arts Festival, Richardson, TX. With Dan Hurd, et al.

- Lead game and level designer for an Unreal Development Kit based game
- Provided art and creative direction to a 12 person team

State, 2010, Spring Arts Festival, Richardson, TX. With Jacob Naasz, Luke McKenzie, and John Chappell.

- Experimental asynchronous game where players compete to have the optimum path between two points
- Multiplayer flash game over the Internet

Saucer, 2008, Fall Arts Festival, Richardson, TX. With William Lemons.

- Experiments in using vertex colors to enhance detail for terrain in video games
- Elaborate “fun house” implementation of scripting in a multiplayer environment

Night of The Day Laborer, 2008, Fall Arts Festival, Richardson, TX. In Collaboration with M. Lee Brown, et al.

- Serious game on the plight of the migrant worker
- Sandbox environment with a painterly aesthetic
- Part of a full modification of Unreal Tournament 3

Amaranthine, 2008, Fall Arts Festival, Richardson, TX

- Study on using the color purple in game aesthetics
- Exercise in hand-painted textures
- Focus on balanced multiplayer gaming

Yggdrasil, 2008, New Works Festival, Richardson, TX

- Game Environment created with a focus on optimization
- Featured procedurally placed foliage and lighting
- Game level for Unreal Tournament 3

Additional Projects:

Game Production Lab website, <http://atec.utdallas.edu/gamelab>

- Online portfolio for game projects created at UT Dallas
- Incorporated bleeding-edge web technologies HTML5 and CSS3
- Built on a PHP core with jQuery interactivity