

ANDREW P. JOHNSON

<https://www.artupworkshop.com>
<https://www.artstation.com/apjohnson>

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SKILL SET

- Character Design
- Environment/ Architecture Design
- Object/ Weapon/ Vehicle Design
- Logo, Branding Design
- Layout
- User Interface Design
- Storyboarding
- 3D Modeling
- 3D Rigging
- 2D/3D Animation
- Teaching & Course design/planning

SOFTWARE EXPERIENCE

- Adobe Photoshop
- Adobe Illustrator
- Figma
- Blender
- 3D Studio Max
- Adobe After Effects
- Unity Engine
- Spine 2D
- Microsoft Office
- Canvas

PROFESSIONAL EXPERIENCE

COLUMBIA COLLEGE, Chicago, IL

Adjunct Faculty, Interactive Arts & Media Aug 2018-Current

Planned, designed, and refined course syllabi and presentations for my own classes. Created projects and tutorials to teach students industry standards, techniques, and workflow. Monitored, assessed, and coached students on their performance and academic trajectory. Mentored students outside of class looking for further guidance on bringing their portfolio(s) closer to studio requirements. Classes are 3 hours, once per week, for 15 weeks in the spring and fall. Presented classes both in person and online.

Courses Taught:

- 2D Art for Games (GAME 205)
- Introduction to Game Development (GAME 110)

ArtUPWORKSHOP.Com (FREELANCE Art Coaching/ Consulting) | Freelance

ILLUSTRATOR, Self-employed, Roselle, IL

2009-Current

HEY CAT! STUDIOS

Marketing Illustrator Oct 2025-December 2025

Created marketing materials and illustrations with a fully remote team.

Shipped Game Titles:

Faction Packed

LEVEL EX, Chicago, IL

Senior Concept Artist Oct 2017-December 2024

Created concepts, user interface design, layout, and marketing materials for mobile, VR, and AR games.

Developed games designed for doctors, surgeons, medical technicians, and medical students for clients such as NASA, Johnson & Johnson, and the American Heart Association. *Designed branding and promotional materials* used in trade shows and other presentations. *Worked extensively with leads artists, designers, programmers, doctors, and our marketing division in a studio setting* to create medically accurate, educational, fun, and functional designs for our games. **Shipped In-Game and Standalone Content**

- **AHA My Cardiac Coach** CPR Augmented Reality Game (concept art, boards, UI)
- **Merck Bridion MOA** Game (concept art, boards, UI)
- **Merck Bridion Dosing** Game (concept art, boards, UI)
- **Medtronic McGrath MAC** matching game (concept art, boards, UI)
- **ASA Dosing Game** (concept art, boards, UI)
- **Celgene Otezla iPad** interactive experience (concept art)
- **Celgene Otezla Magic Leap** conference experience (concept art, boards, UI)
- **Difficult Airway Algorithm** game (concept art, boards, UI, implementation)
- **Acthar AR Eye** experience & puzzle (concept art, boards, UI, implementation)
- **Medtronic BIS** game (concept art, boards, UI, 2D animation & implementation)
- **Repatha Racer** game (concept art, boards, UI key concept art)
- **Brainlab Exactrac Magic Leap** experiences (boards, UI, implementation)
- **Boehringer Ingelheim IPF** character experience (concept art, UI, 2D animation & implementation)
- **AM 510 biopsy** gating game (concept art, boards)
- **Novartis interactive experience** (concept art)
- **NASA/ TRISH** interactive training (UI key concept art)
- **Remote Play** experience (UI concept)
- **Data Detective** (Concept art, UI concept)
- **Virtual Technique Guide** (Concept art, UI concept)
- **Outset Tablo Guide** (Concept Art)

HIGH VOLTAGE SOFTWARE, Hoffman Estates, IL

User Interface Artist Apr 2008- Oct 2009 Senior Concept Artist Oct 2009-Oct 2017

Created character, weapon, object, environment, vehicle, UI and VFX concepts for console, mobile, and VR games. Developed original IPs and worked with properties of clients such as Nickelodeon and Disney.

Designed game logos and other branding and promotional materials used in magazines in in trade shows.

Created original pitch materials and helped prototype new games. *Worked extensively with directors, leads, artists, designers, programmers, and outsourcers in a studio setting* to develop appealing and highly functional designs. Assessed applicants and worked with interns, local trade schools, and in trade shows to educate and evaluate emerging artists while promoting our business.

Shipped Game Titles (Abridged List):

- **They Live to Destroy!**- Gear VR (concept art)
- **Damaged Core**- Oculus Rift (concept art)
- **Zoombies: Animales de la Muerte**- iOS, Android (concept art)
- **Le Vamp**- iOS, Android (key concept art, UI, created IP)
- **Nicktoons MLB**- Xbox 360, Wii (concept art)
- **Country Dance 2**- Wii (concept art)
- **Conduit 2**- Wii (concept art)
- **The Conduit**- Wii (UI, concept art)
- **Iron Man 2**- Wii (UI)