

Phill Johnson

Senior Game Designer

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Published Titles:

Two Unannounced Titles, Playful Corp. Senior Game & Level Designer
Lucky's Tale, 2016, Playful Corp. Oculus Rift. Principal Game & Level Designer.
Creativerse, 2014 (Steam Early Access), Playful Corp. Contributing Designer.
Cavemania, 2014, Bonus XP. Mobile. Post-launch contract level design.
First Person Cultural Trainer, 2010, UT Dallas, limited release. Level Design & Environment Artist.
Famished Farm Animal Frenzy, 2010, Five Minute Games. Technical Direction.

Employment History:

Senior Game Designer, February 2014-Current, Playful Corp.

- Primary level designer for studio, working primarily in platformer design
- Designed and implemented challenges for *Lucky's Tale*
- Worked closely with both design and art teams for maintaining vision for game levels and performance, wearing multiple hats and writing many shaders that appeared in the final game
- Prototyped features in Unity using C# as needed, working closely with the engineering team

Teaching Faculty, August 2015-Current, SMU Guildhall

- Worked with individual students to design, scope, and implement projects over 8 week deliverables
- Taught Directed Focus Study II & III, portfolio courses
- Served as a reader on multiple thesis defenses

Research/Visiting Assistant Professor, 2012-2014, Arts & Technology, The University of Texas at Dallas

- Managed production for two sponsored projects
- Provided art direction for a team of 8 artists
- Continued responsibilities from Teaching Associate, taught courses focusing on the impact of virtual reality in a social context as well as usability

Teaching Associate, 2009-2011, Arts & Technology, The University of Texas at Dallas

- Designed & instructed course "Virtual Environments"
- Emphasis on principles of environmental narrative, flow of space & play
- Managed classrooms of 30 students.

Adjunct Instructor, 2010-2011, Interactive Simulation & Game Technology, Richland College

- Served as a production consultant for other game project courses
- Designed & instructed course "Level Design"
- Lectured on game balance, design implementation, & flow theory

Research Assistant, 2007-2010, Arts and Technology, The University of Texas at Dallas

- Served as development coordinator and level designer.
- Designed levels in Unreal Engine 3 to represent Iraqi and Afghani villages and cities.
- Worked with new gaming technologies to create a cultural training simulation

Education:

M.F.A, May 2011, The University of Texas at Dallas, Arts & Technology.

B.A., May 2008, The University of Texas at Dallas, Arts & Technology.

Technical Skills:

- Unity, Unreal Engine, id Tech, Adobe Photoshop, Autodesk Maya, 3ds Max, Luxology MODO, Zbrush, Quixel Suite, Shaderforge
- C#, Swift, Python, Objective-C, Java