

Troy D. Johnson

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OBJECTIVE: Secure an internship as a video game designer while completing my Master's degree

RELEVANT EXPERIENCE

*** Entertainment Arts & Engineering: Master Games Studio – University of Utah | Producer Track: Game Design Emphasis | August 2011 - Present**

As a producer in the nation's #6 ranked graduate game development program, I have overseen the development of four prototype games during the past semester:

- * *Clean-up Crusaders* – Lead design, Scrum master, research, writing, occasional art
- * *The Prince's Repulsive Rescue* – Lead design, Scrum master, physics research, writing
- * *H₂Outcome* (released to the public on 30 Nov 2012 as a rotating exhibit at the Natural History Museum of Utah) – Feature design (user experience, network architecture)
- * *Bugg Strugg* – Feature design (enemy interactions, haptic output experience)

Portfolio and Blog: <http://handtohandpro.weebly.com>

*** Darkhan Studios, LLC – Salt Lake City, Utah | Podcast Producer/Design Director | January 2009 - Present**

I have co-hosted, edited, engineered, and made publicly available over 80 episodes of *The Darkhan City Podcast*. The show focuses on entertainment industry training, education, break-in tips, and product reviews. <http://runestonecomic.com/podcast/>

*** Darkhan Studios, LLC – Salt Lake City, Utah | Comics Editor | 2006 - Present**

I have edited comic book scripts (for grammar, dialog, and narrative) for several published issues and works-in-progress—for both well-known and independent properties. <http://www.runestonecomic.com>

*** Hired Guns LLC – Salt Lake City, Utah | Website Co-designer/Webmaster (Freelance) | August 2009 - January 2012**

Not only did I manage the technical implementation of the site components, but I also kept close contact with my client to ensure that I provided a website that exactly met their expectations and needs. Further, I used my design background to determine where the visual and informational features (specifically videos and Flash elements that I created) would be most effective. <http://www.hiredguns-llc.com>

*** The Cowboy Grub Family Restaurant – Salt Lake City, Utah | Website Co-designer/Webmaster (Freelance) | February 2008 - August 2011**

I co-designed, created, and maintained this restaurant's Flash website. While I would not create a website entirely in Flash again (due to incompatible operating systems, etc.), I learned a good deal about animation, user interfaces, and some ActionScript.

<http://cowboygrub.net>

*** Stan Penfold City Council Campaign / Lisa Adams City Council Campaign – Salt Lake City, Utah | Freelance Website Designer | July / August 2009 - November 2009**

I learned to communicate with committees and develop products for broad audiences during this experience. I also demonstrated that I could keep to strict deadlines and provide polished work within my given time constraints.

SKILLS & APTITUDES

- * Focus on communication, project management, and organization during Bachelor's degree
- * Extensive writing & editing experience—creative & serious, academic & professional
- * Visual design, specifically graphic design; experienced with Photoshop, Illustrator, InDesign, and Flash
- * User experience & Web design; experienced with Dreamweaver and Flash
- * Understanding of basic programming, including general vocabulary and algorithms; excelled in a one-semester ActionScript 3.0 course

SPECIAL ACHIEVEMENTS & AWARDS

- * Graduated Summa Cum Laude from The University of Utah's Department of Communication, 2011
- * Dean's List, Fall 2009-Spring 2011
- * Department of Communication Tuition Merit Scholarship, 2009-2011
- * Enhanced High School Diploma in English and Vocal Music, 2003

EDUCATION

- * Entertainment Arts & Engineering: Master Games Studio (2013, 4.0 GPA to date) – Producer Track – University of Utah
- * Bachelor of Science – Mass Comm. (2011, 3.997 GPA) – University of Utah
- * Enhanced Diploma (2003, 3.9 GPA) – Brighton High School, Salt Lake City, Utah

FAVORITE VIDEO GAMES

- * *Castlevania* series, *Rock Band* series, *TimeSplitters 2 / Future perfect*, *PuzzleQuest*