

# Trevor Johnson

## Art Lead

Dedicated Art Lead with 15 years of visual leadership experience and a background that demonstrates a strong knowledge of outsourcing and cross-team coordination.

### Nintendo Software Technology

#### Art Department Manager

May 2021 – Present



## CONTACT

### WEBSITE

outpostjohnson.com

### EMAIL

tjohnsonartist@gmail

### PHONE

206-240-2771

### LOCATION

Seattle, WA

### Turn 10 Studios

#### Environment Domain Lead

Aug 2019 – May 2021



- Hired & managed the Environment team
- Presented progress reports & highlighted team successes to the studio
- Developed schedules for internal & external teams
- Coordinated work across Environment, Concept, Lighting & Look Dev teams
- Organized & prioritized development of new features & content
- Managed fiscal budgets for internal & external teams
- Created outsourcing plan & strategy
- Collaborated with the Licensing team for tracks, branding & fictional content
- Triage & delegated bugs & tasks
- Supported the improvement of new reference processes & techniques

### Lakshya

#### Art Director

Jan 2019 – July 2019



## SKILLS

VISUAL LEADERSHIP

ART MANAGEMENT

CROSS-TEAM  
DEVELOPMENT

OUTSOURCING

- Translated visuals from client to artists
- Managed team across a variety of projects & artistic styles
- Engaged clients to support their vision & production needs
- Supported development through an assortment of pipelines
- Conducted nightly meetings with team members in India
- Reviewed content & delivered feedback to Artists
- Traveled to India to improve processes & support future planning
- Mentored Leads & Artists

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LOCATION  
Seattle, WA

### Wargaming – Seattle Environment Art Manager

Jan 2015 – Aug 2018



- Directed & managed teams across Environment Art, Lighting, VFX & Destruction
- Built & hired the Environment team as well as defined team structure & responsibilities
- Incorporated production processes & phases to guide Artists
- Provided high level art direction & created paint-overs for visual feedback
- Established relationships with external partners
- Defined & managed the outsourcing pipeline
- Managed schedules & priorities for internal & external teams
- Traveled to Ukraine to support insourcing team
- Produced staffing projections & production estimates for annual budgets
- Coordinated with Engine, Tools & Tech Art to push visuals & pipeline features
- Partnered with Level Design to implement gameplay features
- Presented progress reports to the Senior Leadership team & studio
- Organized feedback from the Art Director & Studio Leadership to my team
- Planned & coordinated trips to gather reference for art content

### Turn 10 Studios Environment Lead

Oct 2007 – Oct 2014



- Provided visual direction & leadership to Environment Artists
- Generated schedules for the internal & external teams
- Developed status reports for Studio Leads
- Collaborated with Tech Art & Tools team to increase production efficiency
- Worked with Biz Dev to develop pipeline to monitor multi-million-dollar budgets
- Organized & constructed pipeline to track external asset production
- Created bids for Vendor SOWs as well as managed & approved vendor invoicing
- Traveled to Vietnam & India to meet Studio Leads & expand external development
- Produced paint-overs for visual feedback to external teams
- Interfaced with media to support the release of track content
- Hired & on-boarded Artists during production of Forza 5
- Mentored newly hired Track Leads on Forza 5
- Established documentation & best practices for on-boarding Artists
- Coordinated with QA to define test cases & production gates
- Created track layouts & worked with Design to implement gameplay features
- Gathered track reference for Artists in Europe, Middle East & the US

### SKILLS

VISUAL LEADERSHIP

ART MANAGEMENT

CROSS-TEAM  
DEVELOPMENT

OUTSOURCING

# Trevor Johnson

## Art Lead

### Nintendo Software Technology

#### Environment Lead

Jan 1999 – Oct 2007



- Developed on 5 titles across 4 different consoles
- Provided visual feedback to internal & external Artists
- Created & managed environment schedules
- Contributed to map layouts & collaborated with Design on gameplay features
- Managed art teams in both Redmond & Vancouver (Wave Race Blue Storm)
- Worked with the Art Director to define high level goals
- Coordinated with the Engineers to improve processes & tools
- Trained & hired Artists & helped grow the internship program

## SKILLS

VISUAL LEADERSHIP

ART MANAGEMENT

CROSS-TEAM  
DEVELOPMENT

OUTSOURCING

### Additional Employment

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#### Seattle Central College

#### 3ds Max & Photoshop Instructor

March 2010 – Dec 2012



### Education

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#### DigiPen Institute of Technology (Vancouver, Canada)

#### 3D Computer Animation

1997 – 1999

