



# AUSAR JOHNSON

## CG GENERALIST



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New York, NY

Demo Reel Password: **PUP23**

## EDUCATION

### School of Visual Arts

BFA Computer Animation and  
Visual Effects

2021 - 2025

### Borough of Manhattan Community College

Animation and Motion  
Graphics

2020 - 2021

## SKILLS

- Autodesk Maya
- Houdini
- Nuke
- Zbrush
- Substance Painter
- Adobe Creative Suite
- Linux

## AFFILIATIONS

- **SVA 3D Animation Club Co-President**

Fall 2022 - Fall 2024

- **MARS Program Mentor**

Fall 2023- Present

- **Mark Osborne Story Mentorship**

Spring 2024- Summer 2024

## SUMMARY

A motivated and ambitious CG character generalist pursuing a career exercising artistic skills, leadership, collaboration, ambition, and diligence.

## WORK EXPERIENCE

July 2024 - August 2024

### Teacher Assistant

NYSSSA - New York, NY

- Assisted instructors in making sure that students could understand the given material and provided support in creating installation artwork.
- Assisted with tech support and project management for students in the program.

October 2022 - Fall 2024

### Computer Lab Assistant

SVA BFA Computer Animation and Visual Effects - New York, NY

- Regulated front office, equipment, render farm, and computer software/ servers.
- Maintained cleanliness of computer labs and classrooms.

May 2023 - August 2023

### Pixar Undergraduate Program (PUP Intern)

Pixar Animation Studios - Emeryville, California

- Learned how to utilize Pixar's CG fundamentals and technical animation pipeline from Technical Directors over a 12 week period.
- Utilized Pixar's tools and animation pipeline to create and present a 1 minute short film in 2 weeks with a team of interns.

September 2023 - December 2023

### Freelance Character Animator/ Rigger

RossDraws Unreleased Project - Remote

- Provided character rig and animation for protagonist character in a game development pipeline.
- Participated in meetings with a team and provided and received feedback in as a remote artist.