

Kara Johnson

Software Engineer | Games & Virtual Production

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Experience

Virtual Production Pipeline Technician

Nov 2024 – Present

That's No Moon

Projects: Unannounced Game

- Develop real-time production tools to optimize asset data transfer, scene assembly, and motion capture
- Maintain database for over 15,000 takes to improve visibility of animation priorities and shot deliveries
- Prepare stage for filming sessions by markering actors, calibrating ROM, and configuring recording software
- Collaborate with over 25 artists and animators to resolve technical issues and implement feature requests
- Design and create a central pipeline program that streamlines workflows across Lightstorm and Unreal Engine

Software Engineer in Test

Oct 2022 – Nov 2024

ESO Solutions

- Led bi-weekly releases of production builds to deploy a web application with over 500,000 concurrent users
- Served as engineering liaison by translating ticket requirements between developers and non-technical leads
- Coordinated with 8 external teams in bi-weekly meetings to improve data accuracy and pipeline efficiency
- Wrote production code to address client-driven enhancements and bugs within an enterprise codebase
- Proposed and implemented a continuous delivery pipeline for automated testing, reducing QA time by 80%

Technical Skills

Programming:

- Python
- PyQt5/PySide2
- C++
- C#
- JavaScript/TypeScript
- Perforce, Git

Software:

- Unreal Engine 5
- Lightstorm
- MotionBuilder, Maya, MEL
- Houdini, VEX
- Snowflake, SQL
- Azure/Azure DevOps

Projects

Technical Artist – Tools & Pipeline

3rd Film Games, Deadlift Studios

- Developed Unreal Engine blueprints and C++ plugins to improve quality and speed of game projects
- Created scripts using data table structures to categorize and copy identical properties for over 9,500 assets
- Streamlined workflow for synchronizing material assignment and visualization across Maya and Unreal Engine
- Automated process of validating naming standards and identifying unused assets, reducing project size by 25%

Education

Texas A&M University

Bachelor of Science in Architectural Engineering: Mechanical Systems

May 2022

GPA: 4.0

Service and Activities

Society of Game Cinematics – Member | Unreal Developers LA – Member | Women in Animation – Member