



Hi! I'm Chantelle Johnson. I am majoring in Entertainment Arts Engineering at the University of Utah and I am an aspiring artist. I hope one day to create art media for games and my ultimate dream is to create my own games with the aid of other programmers and artists. I previously majored in Art and Architecture but due to some significant changes in my life, I decided to switch majors and I am extremely happy with that decision.

Working on Crowstone for the duration of this semester definitely expanded my knowledge about game development, team work, the Unity Game Engine, and creating 3-dimensional art assets as opposed to 2-dimensional which is what I was previously more experienced in. I am happy to have contributed as much as I could creatively for this project. I was in charge of the design and creation of the external buildings for our town in addition to some clutter models, two interior building designs, and the skybox. This game has been a challenge and a delight.

