

Howard Lyon

, Art Director, Cheyenne Mountain Entertainment (colleague)
managed you

“It has been a pleasure working with Jacob Johnson. Jake is the kind of employee that as a manager you cross your fingers that you will have on your team. Jake is intelligent, well-spoken, mature and willing to do what it takes to get the job done. He is able to communicate very well with others, opening doors and keeping the lines of communication flowing with co-workers and across departments. Jake is extremely reliable, taking any task assigned, finishing it, and then putting in that extra effort to push himself and the task beyond what was expected. Additionally, he would often seek out areas of the game on his own that he could improve, and in his own time, polish them off and present them to the team. He motivates those around him by example to be better artists and workers, a huge plus, especially on a young team. Jake is typically found at his computer, working hard, wasting no time. I have immense respect for Jake and his work ethic, his personality and character. Beyond that, he is very talented and knowledgeable of good development procedures. He will be a strong addition and leader to any team throughout his career. It is with great pride that I write this referral and if you have any additional questions, please contact me. I give Jake my highest recommendation.” *February 19, 2009*

Chris Klug

, Creative Director, Cheyenne Mountain Entertainment (colleague)
worked directly with you

“Jake is a wonderfully talented artist. Calm and mature, his touch always heightens any piece he works on, yet is never overpowering. One of the most enjoyable things about working with great artists is that they always deliver something you could have never imagined yourself. Jake is one of those artists. It is a delight to work with him.” *December 9, 2008*

Nick Heitzman

, Assistant Art Director, Cheyenne Mountain Entertainment (colleague)
managed you

“Jacob is amazing in that he tackles all tasks with the intent of achieving results that are better than could ever have been expected. His animating skydomes are of matte painting quality; environments tell logical stories that lend to effortless believability. Always going far beyond any simple request to more than satisfy, Jake takes pride in his work and it shows. Working with Jake has been an extreme pleasure.” *December 10, 2008*

Austin Germer

, Lead Artist, Cheyenne Mountain Entertainment (colleague)
managed you

“Jacob is great to work with, he fits well with teams and gives and takes criticism effectively. He has an amazing ability to create art assets and an eye for color that lends to his natural talent as a world artist. He is great at interpreting concepts and bringing them to life in 3d. He takes initiative on a wide variety of issues and goals in order to improve process, technique and flow for himself and the entire team. I highly recommend Jacob and consider him a great artist and friend.” *April 24, 2008*

Scott Hill

, Lead Technical Artist, Cheyenne Mountain Entertainment (colleague)
managed you indirectly

“One of the joys of working with Artist is to see their work come alive. Working with Jacob has been a wonderful experience as his eye for color and lighting comes through in everything he has applied to Stargate Worlds. The only thing that holds Jacob back is the technology limitations of a game engine itself. His skill set and work ethics has gone beyond expectations and I look forward to seeing what Jacob creates next.” *December 15, 2008*