

Shamus Johnson

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PROFILE

Emmy-nominated Art Director and visual storyteller with 10+ years leading creative direction across technology, aerospace, and immersive media. Currently at SpaceX producing visual content for executive communication, mission storytelling, and large-scale presentations. Known for translating complex ideas into clear, compelling narratives and delivering high-quality work under tight timelines.

EXPERIENCE

Visual Effects Producer

JAN 2025 – NOW

SPACEX

- Lead development of visual content for executive presentations, mission storytelling, and internal communication.
- Produced visuals for Elon Musk's Making Life Multiplanetary presentation, viewed by over 50 million people.
- Translate complex engineering concepts into clear, engaging visual narratives.
- Partner directly with engineers, leadership, and communications to align creative with technical accuracy.

Principal Art Director

FEB 2017 – DEC 2024

MICROSOFT

- Led creative direction for Azure and Mixed Reality initiatives, including HoloLens 2 and IVAS.
- Directed visual storytelling across product launches, brand campaigns, and internal communications.
- Built and led a creative team responsible for motion design, 3D content, and narrative development.
- Developed immersive and spatial experiences used across enterprise, defense, and emerging platforms.

Motion Designer

MAY 2015 – FEB 2017

LINKEDIN

- Designed motion graphics and visual systems for LinkedIn Learning content.
- Helped define motion design standards used across 100+ courses.

Motion Designer

AUG 2012 – MAY 2015

LYNDA.COM

- Produced motion graphics and visual content for online education.
- Improved production workflows and reduced turnaround times.

CORE STRENGTHS

CREATIVE DIRECTION

VISUAL STORYTELLING

EXECUTIVE COMMUNICATION

CROSS-FUNCTIONAL COLLABORATION

NARRATIVE DEVELOPMENT

MOTION DESIGN

RAPID ITERATION