

MOJO JOHNSON

Creative Technology Producer | Gameplay Systems Designer | Partnerships & Education Innovation

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"I build creator ecosystems, gamified learning platforms, and real-time pipelines (Unreal/UEFN + AI) that ship."

// RESULTS AT SCALE

01 Built multi-app creator ecosystem
tools + streaming hub + gamified LMS from concept to live deployment

02 Led Unreal/UEFN programs
real-time production pipelines across K-12 and workforce training

03 Designed XP/progression systems
partnered with Epic, Reallusion, Wacom & more

// CORE STRENGTHS

- Gameplay & progression systems (XP, unlocks, rewards)
- Unreal Engine / UEFN real-time production
- Creator platform & live-service models
- AI-assisted character + scene pipelines
- Partner strategy (schools, brands, platforms)
- Program design + rollout (pilots → scale)
- Grant / sponsorship positioning & narrative
- Workforce pathways + certifications
- Executive communication & presenting
- Cross-functional leadership & stakeholder alignment

// THE STACK

Game Dev + Real-Time

- Unreal Engine 5 / UEFN
- Verse Scripting
- Gameplay / XP Systems
- Blueprint Visual Scripting

3D + Character Pipeline

- CC4 / iClone + Motion Live
- Cinema 4D + Redshift
- SideFX Houdini
- Blender

AI + Dev Tools

- AI Texture / PBR Generation
- No-Code / Low-Code Platforms
- HTML / CSS / JS
- LMS + Curriculum Design

// WHAT I'M TARGETING

- Creative Producer (Games / Creator Platforms)
- Gameplay Systems / Progression Designer
- Partnerships Manager / BD (Games, EdTech)
- Developer Education / Programs Lead (Unreal)
- Education Partnerships Lead (creator tools)

// SUMMARY

Partnerships-driven creative producer and educator building the Press Start + MADMixedMedia ecosystem. I connect districts, creators, and creative-tech brands into programs that generate outcomes — student portfolios, certifications, showcase events, and shippable media/game prototypes — while aligning

// QUEST LOG / EXPERIENCE

2020 — Present

Founder & Creative Director

Press Start Gaming Inc. & MADMixedMedia — Los Angeles / Long Beach

Built a multi-app ecosystem (tools + streaming + LMS) designed around XP, progression, and asset economies. Built partnership pipeline across creative-tech platforms, schools, and community orgs; structured pilots and deliverables.

- Designed & shipped CoMIXX FX Studio — browser-based comic + trading card creator
- Launched Press Start Learn (PSLMX) with XP-based gamified curriculum & achievement mechanics
- Secured partnerships with Epic Games, Reallusion, Wacom & SideFX
- Produced creator hubs, showcase events; coordinated sponsors, logistics & multi-team output
- Built CC4/iClone → AI textures → Unreal Engine real-time production pipelines

+9999 XP — FOUNDER LEVEL

2019 — Present

Creative Technology Educator / Program Lead

Public School Programs — Southern California

CTE-certified instructor teaching Creative Digital Media Production. Delivered Unreal/UEFN and AI-assisted production training. Designed gamified curriculum with XP-based progression systems.

- Taught Unreal/UEFN pipelines: gameplay systems, HUD/menu design, real-time storytelling
- Developed 8+ courses in game design, animation & media production
- Mentored student teams; shipped playable prototypes and portfolio artifacts on tight timelines
- Built XP tracking systems and portfolio pathways for workforce readiness

+750 XP — EDUCATOR ACHIEVEMENT

2015 — 2020

AI + No-Code Consultant

Independent — Los Angeles, CA

Consulted for creators, brands, and education orgs on AI-assisted production workflows and no-code platform builds.

- Delivered AI content pipeline workshops for creative professionals
- Built no-code apps and automation systems for media clients
- Developed brand strategy and platform architecture for emerging creators

+500 XP — CONSULTANT UNLOCKED

// PARTNERS + PLATFORMS

Epic Games

Reallusion

Wacom

Maxon

SideFX

Wix

Unreal Engine | Gamin | Adobe

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// VALUE I DELIVER

- Translate partner goals into clear pilots + KPIs
- Produce content, curriculum & creator showcases
- Build "creator hub" packages (hardware + software + training)
- Design gamified engagement systems that drive usage
- Structure workforce pathway programs mapped to credentials
- Align stakeholders, budgets & multi-team deliverables

// PLATFORMS & TOOLS

Real-Time Production

- Unreal / UEFN
- Reallusion CC / iClone
- OBS / streaming workflows
- AI image/video tooling

Creator Hardware Stacks

- Wacom tablets + labs
- Capture + streaming rigs
- Creator lab configurations

Ed + LMS Platforms

- LMS design + XP systems
- Gamified curriculum builds
- Workforce pathway mapping

// ROLES THIS FITS

- Partnerships Manager / BD (Games, Creator Platforms, EdTech)
- Creative Producer / Program Producer
- Education Partnerships Lead (Unreal ecosystem, creator tools)
- Education Innovation Director
- Developer Education / Programs Lead

// PITCH-READY PROGRAMS

Turnkey Lab Package

Press Start Creator Hubs

Hardware + curriculum + certification + showcases. A full-service creator education package for schools, districts, and community orgs. Scalable from single pilot to district-wide rollout.

Credentials + Pipelines

Workforce Pathways

Creator + game tracks mapped to industry credentials, internships, and apprenticeships. Built for CTE alignment and workforce outcomes.

Partner-Sponsored Showcase

Press Play Festival

Annual partner-sponsored showcase with student/creator output + community engagement. Media coverage, sponsor activations, and live demos.

XP + Achievement System

PSLMX Gamified LMS

LMS concept with XP, quests, achievements, and roster sync. Designed for creator and student modes with industry-aligned course paths.

// SELECTED PROJECTS

CoMiXX FX Studio

Interactive story/comic engine + asset library with progression-style unlocks

PSLMX

Gamified LMS: XP, achievements, roster sync, creator/student modes

M.A.D Talent Showcase

Event platform + production pipeline for creator output and community engagement

AI Character Pipeline

CC4/iClone → renders, headshots, scene outputs for rapid iteration in Unreal

Press Start Creator Hubs

Turnkey lab package: hardware, curriculum, certification, showcases