LinkedIn Profile [linkedin.com/in/shane-sumsion-b8173bb](https://www.linkedin.com/in/shane-sumsion-b8173bb) 385.985.7967

[Portfolio Website http://sumsion3d.com/portfolio-envi\_new.php](http://sumsion3d.com/portfolio-envi_new.php) shane@sumsion3d.com

f. shanE Sumsion Environment Artist

|  |
| --- |
|  |
| SKILLS |  | 3d ART AND Virtual Reality* Immersive photorealistic interactive VR, rendering, modeling, and some animating.
* 3dsMax, Maya, and some Z-Brush, Blender, and Rhino3D.
* Substance Designer and Painter, V-Ray, Corona, Quixel Suite, CrazyBump, and Xnormals.
* Unreal Studio DataSmith / Unreal Engine 4, and some Unity3D 5 and Stingray Engine.

Scripting and programming* Extensive and complex solutions using MaxScript, PyMel, Python, MEL, and UE4 BluePrints.
* PHP, MySQL, HTML, JavaScript, Java, VBA, SQL.
 |
| ProfessionalExperience |  | 3D Architectural ViZ Illustrator :: design service Professionals since 2019 Jul* Architectural immersive 3D VR, rendering, and animating.
* Enhancing visualization illustrator tools, processes, and workflows.
* Reducing design-to-visualization iteration – to minutes, from hours.

3D Environment Artist + technical Artist :: dynamic design solutions since 2015 May* Immersive VR, 3D modeling, rendering, and animating.
* Enhancing artist tools, and automating workflows.
* High-poly and Low-poly modeling, texturing, UV’ing, lighting, and baking.
* Design Box and Design Thinking iterative processes – “focused on finding the fun!”

Visualization Coordinator :: Layton Construction 2017 Jun— 2018 Oct* Solved challenges with selection of design elements by aiding stakeholders with innovative custom tools for decisions through interactive and immersive photoreal VR.
* Dramatically enhanced healthcare mockups through interactive Virtual Reality.
* Orchestrated new Unreal Engine 4 interactivity based on team needs and client requests.
* Supported client needs through coordination of powerful custom BluePrints and plugins.
* Elevated client vision through team coordination, compositing renderings into site-photos.

3D Artist + technical Artist :: Dijt 2017 Jan — 2017 Jun* Researched and developed studio’s implementation of Virtual Reality for architectural designs – focused on viewer experience.
* Defined VR user experiences through: optimization of models received from them, and through photorealistic development inside of Unreal Engine 4.

* Quickly arrived at high quality visuals by leveraging the Design Thinking iterative process.

3d Illustrator + intern technical artist :: Bowen studios 2013 Jul — 2015 Apr* Delivered architectural illustrations and animations on-time and to client specifications.
* Modeling, texturing, lighting, and some animating.

Streamlined in-house processes and tools through design and scripting of automation.Visualization Designer :: G86 2013 Jan — 2013 Jul* Product design studio. Produced marketing visualizations, and contributed design review.

3d Artist + designer :: UNIVERSITY OF UTAH : EAE 2013 Nov — 2015 May* [Point and Think](http://sumsion3d.com/pnt/) :: SKULL JELLY STUDIOS : Published thesis game 2015 May
	+ 2D hand-drawn game. Twist on classic mechanics of the Point and Click genre.
	+ Iteratively developed art assets, maintaining gameplay attention on characters.
* [Protocol: Transcendence](https://www.microsoft.com/en-US/store/apps/Protocol-Transcendence/9WZDNCRDJX7G) :: Published prototype game 2013 Dec
	+ 2D top-down stealth game rapid prototype, developed with 3D assets.
	+ *1st Place People’s Choice Award : Microsoft Sponsored MoDev national win8 app contest. 2014*
 |
| TeachingExperience |  | ADJUNCT INSTRUCTOR :: ART INSTITUTE of SLC : Game Art and Design 2016 Feb — 2017 Dec* Developed curricula, and taught classes in game arts and development. (Lecture + Lab)
	+ See LinkedIn for teaching approach and details.

 Teaching Assistant : Design Thinking :: University of Utah 2013 Aug — 2013 Dec* Multi-Disciplinary Design program. Led discussions and critiques on the design process.
 |
| OtherExperience |  | Industrial Designer :: OpsGear 2006 Apr — 2008 Jul* Increased realism and functionality of training tools – from concept through fabrication.
* Improved visual quality with each deployment of dozens of projects of varying scales.
* Met ruggedness requirements for modifications of training shrouds for paint-ball markers.
* Streamlined process of developing assembly instructions directly from fabrication files.
* Maintained relative time-to-market, while increasing design complexity and visual details.
 |
| Education |  | Master of Entertainment Arts + Engineering :: University of Utah 2015* Art track – Environments Emphasis. Multi-disciplinary cohort studio environment.
* Conceptualized, designed, developed, and published video games.
* Maximized fun and optimized game through collaboration with producers and engineers.

Master of Science : Architecture :: University of Utah 2007* “[Digital Windows: cause + effect between reality + virtuality](http://content.lib.utah.edu/cdm/ref/collection/etd2/id/1629)” was an interactive physical spatial experience, in a digital world, without harness or headset – pre-Kinect.
* “[Light Pipe](http://www.shanesumsion.net/interactiondesign.html)” was an interactive art installation utilizing webcams and dynamic light pipes.

*Winning Design Concept : BRT Team Design Competition [undergraduate]* *2005* |