EDUCATION

| University of Utah, Entertainment Arts and Engineering: Master Gam Salt Lake City, Utah | nes Studio |
|--|-------------------------|
| Master of Entertainment Arts and Engineering Our team of 10 will publish a thesis game and submit to IGF 2015. <u>http://blogs.eae.utah.edu/fsumsion</u> Rapid Prototyping contest award, see below. | anticipated 2015 |
| University of Utah, College of Architecture + Planning Salt Lake City, Utah | |
| Master of Science : Architectural Studies | 2007 |
| Digital Windows : cause + effect between reality + virtuality <u>http://www.dydeso.com/800.html</u> Light-Pipe : interactive concept for art installation on campus <u>http://www.shanesumsion.net/interactiondesign.html</u> | |
| University of Utah, College of Architecture + Planning Salt Lake City, Utah | |
| Bachelor of Science : Architectural Studies | 2005 |
| Three design competition awards, see below. | |
| Salt Lake Community College Salt Lake City, Utah | |
| Associate of Science : Architectural Technology | 2003 |
| Emphasis in visualization and design automation. | |
| | |

| AWARDS | | | |
|--------|---|------|--|
| ۰ | 1 st Place People's Choice: National Win8 App Contest Rapid Prototyping – Protocol: Transcendence <u>http://www.shanesumsion.net/academics.html#pt</u> | 2014 | |
| ۰ | Winning Design Concept : Team Design Competition Design Studio – UTA BRT (present-day Maxx stops) <u>http://www.deseretnews.com/article/650212041/5-at-U-are-winners-with-bus-stop-design.html?pg=all</u> | 2005 | |
| ۰ | Highest Honors : Team Design Competition Design Studio Research Symposium – Propaganda Machine <u>http://www.shanesumsion.net/propagandamachine.html</u> | 2004 | |
| ٠ | Highest Honors : Team Design Competition Design Studio – Utah State Capitol Monument | 2003 | |

TEACHING EXPERIENCE

| University of Utah, College of Architecture + Planning, Multi-Discip | olinary Design |
|--|---------------------|
| Teaching Assistant – Introduction to Design Thinking : led discussions and reviewed projects which focused on innovative human-centric problem solving through an iterative process of: observation, ideation, and implementation. | 2013 |
| University of Utah, College of Fine Arts, New Media Wing | |
| Workshop Instructor – Isadora Workshop : design oriented programming for interactive media and performing arts. | 2008 |
| RELATED EXPERIENCE | |
| Bowen Studios | |
| 3D Illustrator Architectural visualization for local and national clients. Primary responsibilities include modeling, texturing, and lighting using: design and construction documents, site documentation, reference images, and sketches. | since 2013 Jul |
| G86 | |
| Visualization Designer Design of visualizations for internal projects and client projects. Contribute design critique for product design and fabrication | 2013 Jan – 2013 Jul |

projects in a multi-disciplinary design studio format.

Contract work though Dynamic Design Solutions.

Dynamic Design Solutions

Operations Officer : Designer

Responsible for all customer service and business development. Managed software development and design+visualization business units. Developed database software product internally valued at over \$50,000. Oversees client IT technology services.

Opsgear

| Project Manager : Industrial Designer | 2006 Apr – 2008 Jul |
|--|---------------------|
| Responsible for product design and development starting from | |
| concept presentation, through fabrication delivery. Successfully | |
| deployed dozens of various scale projects to market. | |

Early contract work through Dynamic Design Solutions.

since 2000 Aug

OTHER AFFILIATIONS

Dynamic Transfer Services Corp SEC Registered Transfer Agency

since 2009 Dec

PUBLICATIONS AND PAPERS

- Sumsion F.S., Digital Windows : cause + effect between reality + virtuality University of Utah, College of Architecture + Planning, Architecture Visual Resources Library, 2007 May. http://content.lib.utah.edu/cdm/ref/collection/etd2/id/1629
- Sumsion F.S., Bingham S., Tuft J., (Bermudez J., Haslam L., Smith A.), <u>Architects</u> <u>Know</u>, University of Utah Undergraduate Research Abstracts, Volume 4, Spring 2004, Volume 4(Spring 2004):55, 2004 Apr. <u>http://content.lib.utah.edu/cdm/ref/collection/UROP/id/201</u>

LANGUAGES

- English native language
- Portuguese casual fluency

MEMBERSHIPS

- Association for Computing Machinery, Special Interest Groups (student member):
 - Graphics (SIGGRAPH 2005-2006)
 - Computer-Human Interface (SIGCHI 2005-2006)
 - Design Automation (SIGDA 2005-2006)