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F. SHANE SUMSION   ARCHITECTURAL ILLUSTRATOR

SKILLS

3D ASSETS DEVELOPMENT
- Architectural modeling, texturing, lighting, and some animating.
- 3dsMax and Maya, and some Z-Brush, Blender, and Rhino3D.
- Substance Painter, Quixel Suite, CrazyBump, and Xnormals.
- Unreal Engine 4, and some Unity3D 5 and Stingray Engine.

SCRIPTING AND PROGRAMMING
- MaxScript, PyMel, Python, MEL, Blueprints.
- VBA, PHP, MySQL, SQL, HTML, Java.

PROFESSIONAL EXPERIENCE

3D ARTIST + TECHNICAL ARTIST :: DIJT   since 2017 Jan
- Asset Design, Development, Refinement, and Production
- Tools Development, and Workflow Automation
- VR Spatial and Interaction Design

- Defined VR user experience from Revit to Unreal Engine 4, through architectural principles.
  o 3D object and material refinement for various target experience scopes.
- Increased leads through automation of development, and programming workflows.
- Quickly arrived at high quality visuals by leveraging the Design Thinking iterative process.

3D ENVIRONMENT ARTIST + TECHNICAL ARTIST :: DYNAMIC DESIGN SOLUTIONS   since 2015 May
- Asset Design, Development, and Production
- Tools Development, and Workflow Automation
- Level Design, and Game Design

- Harmonized design intent with player experience, through iterative art development.
  o Design research and ideation, style guides, and mood boards.
  o High-poly and Low-poly modeling, texturing, UV'ing, lighting, and baking.
- Scripting of tools for automation of art development, both internally and for clients.
- Used Design Box and Design Thinking iterative processes – "focused on finding the fun!"

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 animating.
- Scripted dozens of tools for automation of complex and routine in-house processes.

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

- <u>Point and Think</u> :: SKULL JELLY STUDIOS : Published thesis game   2015 May
  - o 2D hand-drawn game. Twist on classic mechanics of the Point and Click genre.
  - o Iteratively developed art assets, maintaining gameplay attention on characters.
- <u>Protocol: Transcendence</u> :: Published prototype game   2013 Dec
  - o 2D top-down stealth game rapid prototype, developed with 3D assets.
  - o *1st Place People's Choice Award : Microsoft Sponsored MoDev national win8 app contest.*   *2014*

**TEACHING
EXPERIENCE**

ADJUNCT INSTRUCTOR :: **ART INSTITUTE OF SLC : GAME ART AND DESIGN**   since 2016 Feb
- Develop curricula, and teach classes in game arts and development. (Lecture + Lab)
  - o See LinkedIn for my teaching approach and details.

INSTRUCTOR : YOUTH SUMMER CAMP :: **UNIVERSITY OF UTAH**   2015 Jun — 2015 Aug
- Developed curricula, and taught classes to youth, based on games ideas.
  - o Game Design Workshop, QB64, Python, and Java.

TEACHING ASSISTANT : DESIGN THINKING :: **UNIVERSITY OF UTAH**   2013 Aug — 2013 Dec
- Multi-Disciplinary Design program. Led discussions and critiques on the design process.

**OTHER
EXPERIENCE**

DESIGNER + OPERATIONS OFFICER :: **DYNAMIC DESIGN SOLUTIONS**   2000 Aug — 2015 May
- Developed database software product internally valued at over $50,000.
- Reduced IT administration overhead, and reduced time-to-restore data redundancies.
- Successfully developed business and client services infrastructure for major new clients.

INDUSTRIAL DESIGNER :: **OPSGEAR**   2006 Apr — 2008 Jul
- Improved visual quality with each deployment of dozens of various scale products.
- 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.
- Worked directly with producers and engineers.

MASTER OF SCIENCE : ARCHITECTURE :: **UNIVERSITY OF UTAH**   2007
- "<u>Digital Windows: cause + effect between reality + virtuality</u>" was an interactive physical spatial experience, in a digital world, without harness or headset – pre-Kinect.

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