

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.
 - 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.
 - Design research and ideation, style guides, and mood boards.
 - 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 ARTIST + DESIGNER :: UNIVERSITY OF UTAH : EAE

2013 Nov — 2015 May

- Point and Think :: 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 :: 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

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.
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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)
 - 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.
 - 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.
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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.
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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

- "Digital Windows: cause + effect between reality + virtuality" 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
