385.242.5275

[Portfolio Website – http://goo.gl/zekJql](http://goo.gl/zekJql) shane@sumsion3d.com

f. shane Sumsion 3D Environment Artist

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| SKILLS |  | 3d Assets Development  * Environment Art modeling, texturing, lighting, and some animating. * 3dsMax, Maya, Rhino, Quixel, CrazyBump, Xnormals, Unity3D, UnrealEngine4.  Scripting and programming  * MaxScript, PyMel, Python, MEL. * VBA, PHP, MySQL, SQL, HTML, Java. |
| Experience |  | 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.     - *(Maya, 3ds Max, xNormals, CrazyBump, Quixel Suite nDo and dDo)* * Scripting of tools for automation of art development, both internally and for clients.   + *(MaxScript, PyMel, MEL, Python, and others less-proficiently)* * Used Design Box and Design Thinking iterative processes – “focused on finding the fun!”  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.  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*  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.  Teaching Assistant : Design Thinking :: University of Utah 2013 Aug — 2013 Dec  * Multi-Disciplinary Design program. Led discussions and critiques on the design process.  Visualization Designer :: G86 2013 Jan — 2013 Jul  * Product design studio. Produced marketing visualizations, and contributed design review.    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  * “[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.   *Winning Design Concept : BRT Team Design Competition [undergraduate]* *2005* |