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.
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| 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.
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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](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* |