Portfolio Website – <u>sumsion3d.com</u>

F. SHANE SUMSION

ENVIRONMENT ARTIST

SKILLS

3D ASSETS DEVELOPMENT
- Environment Art modeling, texturing, lighting, and some animating.
- 3dsMax, Maya, Rhino, Zbrush, Quixel, CrazyBump, Xnormals, Unity3D, UnrealEngine4.

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

EXPERIENCE

<u>POINT AND THINK</u> :: SKULL JELLY STUDIOS : UNIVERSITY OF UTAH   2014 Jan — 2015 May
- 2D hand-drawn game, with a twist on the classic mechanics of the Point and Click genre.
- Produced game environment and props, maintaining gameplay attention on characters.

<u>PROTOCOL TRANSCENDENCE</u> :: UNIVERSITY OF UTAH   2013 Nov — 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.

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*