

## F. SHANE SUMSION

## 3D ENVIRONMENT ARTIST

### 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 :: 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.
  - 1<sup>st</sup> 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" 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

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