

## 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

#### **POINT AND THINK :: 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.

#### **PROTOCOL TRANSCENDENCE :: UNIVERSITY OF UTAH**

2013 Nov — 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.

### 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