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Portfolio Website   sumsion3d.com   shane@sumsion3d.com

F. SHANE SUMSION   3D ENVIRONMENT ARTIST

SKILLS

3D ASSETS DEVELOPMENT

- Environment Art modeling, texturing, lighting, and some animating.
- 3dsMax and Maya, and some Z-Brush, Blender, and Rhino3D.
- Quixel Suite, Substance Painter, CrazyBump, and Xnormals.
- Unreal Engine 4, Unity3D 5, and some Stingray Engine.

SCRIPTING AND PROGRAMMING

- MaxScript, PyMel, Python, MEL, Blueprints.
- VBA, PHP, MySQL, SQL, HTML, Java.

INDUSTRY EXPERIENCE

3D ARTIST + TECHNICAL ARTIST :: DIJT   since 2017 Jan

- Asset Design, Development, Refinement, and Production
- Tools Development, and Workflow Automation
- VR Spatial and Interaction Design

- Defined VR user experience, through architectural principles.
  - o 3D object and material refinement for various target experience scopes.
- Scripting of tools for automation of development, both internally and for clients.
- Used Design Thinking iterative processes.

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.
  - o Design research and ideation, style guides, and mood boards.
  - o High-poly and Low-poly modeling, texturing, UV'ing, lighting, and baking.
- Scripting of tools for automation of art development, both internally and for clients.
- Used Design Box and Design Thinking iterative processes – "focused on finding the fun!"

3D ARTIST + DESIGNER :: UNIVERSITY OF UTAH : EAE   2013 Nov — 2015 May

- Point and Think :: SKULL JELLY STUDIOS : Published thesis game   2015 May
  - o 2D hand-drawn game. Twist on classic mechanics of the Point and Click genre.
  - o Iteratively developed art assets, maintaining gameplay attention on characters.

- Protocol: Transcendence :: Published prototype game   2013 Dec
  - o 2D top-down stealth game rapid prototype, developed with 3D assets.
  - o *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.

VISUALIZATION DESIGNER :: G86   2013 Jan — 2013 Jul
- Product design studio. Produced marketing visualizations, and contributed design review.

TEACHING
EXPERIENCE

ADJUNCT INSTRUCTOR :: ART INSTITUTE OF SLC : GAME ART AND DESIGN   since 2016 Feb
- Develop curricula, and teach classes in game arts and development. (Lecture + Lab)
  o See LinkedIn for my teaching approach and details.

INSTRUCTOR : YOUTH SUMMER CAMP :: UNIVERSITY OF UTAH   2015 Jun — 2015 Aug
- Developed curricula, and taught classes to youth, based on games ideas.
  o Game Design Workshop, QB64, Python, and Java.

TEACHING ASSISTANT : DESIGN THINKING :: UNIVERSITY OF UTAH   2013 Aug — 2013 Dec
- Multi-Disciplinary Design program. Led discussions and critiques on the design process.

OTHER
EXPERIENCE

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" 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