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[Portfolio Website http://sumsion3d.com/portfolio-viz\_2020.php?k=999&g=arch\_viz](http://sumsion3d.com/portfolio-viz_2020.php?k=999&g=arch_viz) shane@sumsion3d.com

f. shanE Sumsion Architectural illustrator

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| SKILLS |  | 3d ART AND ILLUSTRATION  * Immersive photorealistic architectural VR, rendering, modeling, and some animating. * 3dsMax, Revit, Maya, and some Z-Brush, Blender, and Rhino3D. * Substance Designer and Painter, Quixel Suite, CrazyBump, and Xnormals. * Unreal Studio DataSmith / Unreal Engine 4, and some Unity3D 5 and Stingray Engine.  Scripting and programming  * Extensive and complex solutions using MaxScript, PyMEL, Python, MEL, and UE4 BluePrints. * PHP, MySQL, SQL, HTML, Java, VBA. |
| ProfessionalExperience |  | 3D Environment Artist + technical Artist :: dynamic design solutions since 2015 May  * Streamlining design through immersive VR, 3D modeling, rendering, and animating. * Increasing team productivity through enhanced artist tools and automated workflows. * High-poly and Low-poly modeling, texturing, UV’ing, lighting, and baking. * Design Box and Design Thinking iterative processes – “focused on finding the fun!”  3D Architectural ViZ Illustrator :: design service Professionals 2019 Jul — 2020 Oct  * Spearheaded development of firm’s immersive 3D VR, rendering, and animating. * Developed illustrators’ visualization tools, processes, and workflows. * Reduced design-to-visualization iteration to minutes, from hours. * Developed client journey for Minimal Viable Services, coordinated with firm leadership.  Visualization Coordinator :: Layton Construction 2017 Jun— 2018 Nov  * Solved challenges with selection of design elements by aiding stakeholders in deciding on options through interactive and immersive photoreal Virtual Reality. * Dramatically enhanced healthcare mockups through interactive Virtual Reality. * Orchestrated new Unreal Engine 4 interactivity based on team needs and client requests * Supported client needs through coordination of powerful custom BluePrints and plugins . * Elevated client vision through team coordination, compositing renderings into site-photos.  3D Artist + technical Artist :: Dijt 2017 Jan — 2017 Jun  * Researched and developed studio’s implementation of Virtual Reality for architectural designs – focused on viewer experience. * Defined VR user experiences through optimization of provided model and photorealistic development inside of Unreal Engine 4.      * Quickly arrived at high quality visuals by leveraging the Design Thinking iterative process.  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. * Streamlined in-house processes and tools through design and scripting of automation.  Visualization Designer :: G86 2013 Jan — 2013 Jul  * Product design studio. Produced marketing visualizations, and contributed design review.  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* |
| TeachingExperience |  | ADJUNCT INSTRUCTOR :: ART INSTITUTE of SLC : Game Art and Design 2016 Feb — 2017 Dec  * Developed curricula, and taught classes in game arts and development. (Lecture + Lab)   + See LinkedIn for teaching approach and details.  Teaching Assistant : Design Thinking :: University of Utah 2013 Aug — 2013 Dec  * Multi-Disciplinary Design program. Led discussions and critiques on the design process. |
| OtherExperience |  | Industrial Designer :: OpsGear 2006 Apr — 2008 Jul  * Increased realism and functionality of training tools from concept through fabrication. * Improved visual quality with each deployment of dozens of various scale products. * Met ruggedness requirements for modifications of training shrouds for paint-ball markers. * 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. * Maximized fun and optimized game through collaboraton 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* |