

F. SHANE SUMSION**ARCHITECTURAL ILLUSTRATOR**

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.

PROFESSIONAL
EXPERIENCE**3D ARCHITECTURAL VIZ ILLUSTRATOR :: DESIGN SERVICE PROFESSIONALS**

since 2019 Jul

- Spearheaded development of firm's immersive 3D VR, rendering, and animating.
- Ongoing development of 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.

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!”

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 :: 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.
 - *1st Place People's Choice Award : Microsoft Sponsored MoDev national win8 app contest.* 2014

TEACHING
EXPERIENCE**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.

OTHER
EXPERIENCE**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" 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