385.242.5275

[Portfolio Website – sumsion3d.com](http://sumsion3d.com) shane@sumsion3d.com

F. Shane Sumsion Environment Artist

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| 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](game.skulljellystudios.com) :: SKULL JELLY STUDIOS : uNIVERSITY OF UTAH 2014 Jan — present  * 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](http://apps.microsoft.com/windows/en-us/app/protocol-transcendence/f27ae0fb-a727-408c-8499-d4b25f41a5b3) :: uNIVERSITY OF UTAH 2013 nov — 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*  3d Illustrator + intern technical artist :: Bowen studios 2013 Jul — present  * 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 anticipated 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](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* |