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++.
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| 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.
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| 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*
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