

Allison Summers

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Portfolio: www.allisonsummersworks.com

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Professional Experience

3D Artist (Part-Time), “Tether”

2016-2017

Freesphere Entertainment

- Work remotely in collaboration with developers overseas to create an independently developed PC adventure/horror game.
- Create basic props to be used in game environments.
- Create textures for props using Photoshop and Quixel Suite and construct materials for use in Unreal Engine 4.
- Developed 2D concept art and artwork used as props
- Created concept art for environments and creatures
- Modeled and textured creatures/characters for in game play

3D Artist (Part-Time), “UnderEarth”

2013-2016

CrackerJack Games LLC.

- Collaborated with developers to create assets to use in environments for independent adventure PC video game.
- Modeled, textured, packaged props, such as desks, tables, and wall tiles for use in Unreal Development Kit.
- Developed environment spaces for underground facilities.
- Created designs for logos and icons used in-game and for supplementary media.
- Responsibilities gradually increased to include social media, marketing, and recruiting.
- Developed game website and contributed to social media outreach

Texture Artist, Lighting and Rendering, “Stroke of Genius” Short Film Project

Fall 2012

Ball State University, Muncie, IN

- Worked with a team in a studio environment to finish an animated short in 5 months.
- Developed, modeled, textured outdoor environment to fit a stylized theme.
- Created textures for props in scenes to follow a painterly style theme.
- Lit and rendered outdoor night scenes and indoor day and night scenes to incorporate fire ambience.

Animator, 49-Hour Short Film Challenge

Spring 2012

Muncie, IN

- Worked with a small group to complete an animated short film in 49 hours.
- Textured and animated 2D character designs and incorporated them to be utilized in a 3D environment.

Modeler, “Nerdvana” Short Film Project
Ball State University, Muncie, IN

Summer 2011

- Collaborated with a team to create a short animated film in 10 weeks.
- Used 3D computer software to model props, such as battle axes and trees, to be used for characters and environmental elements in action scenes.

Other Work Experience

Customer Service Representative
ooShirts, Indianapolis, IN

October 2014-Current

- Interact with customers on a daily basis via email and telephone to answer questions and resolve problems.
- Assist customers with online order placement, modification, and tracking.
- Review and approve shirt graphics based on print-production capabilities and legal requirements.

Baker
Marsh Supermarket, Fishers, IN

May 2013-October 2014

- Baked and decorated cupcakes, cakes, breads, and pastries.
- Took orders from customers, including customized orders, and maintained work area in accordance with sanitation standards.

Education

Bachelor of Fine Arts
Ball State University, Muncie, IN

May 2013

Major: Animation

Graduated Cum Laude (3.70 GPA)

Related coursework: Pre-Production, Storyboarding, Visual Effects

Related Skills

Software:

Autodesk Maya
Autodesk Mudbox
Adobe Photoshop
Adobe After Effects
Adobe Flash
Unity 3D
ZBrush
Unreal Development Kit
Quixel Suite
World Machine
Unreal Engine 4

Other:

Storyboarding
Animatic

