

Allison Summers

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Portfolio: <https://alsummers.github.io/Portfolio/>

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Project Experience

Swivyl

March 2018

<https://app.swivyl.com/#/login>

- Created version 1.0.0 SaaS application with a team of developers for client
- Implemented GraphQL API service with Angular4 front-end
- Managed sprint boards, repositories, and communication among team members and clients.
- Managed deployment procedures
- Utilized Firebase hosting for front end, and Zeit hosting for server
- Developed documentation for front-end development and deployment procedures

React WebGallery

March 2018

<https://u-gallery.herokuapp.com/>

- Created a personalized web gallery using Reactjs
- Researched artists and artwork to input in SQL database
- Developed backend server with Express and Postgres

Feel the Burn App

February 2018

<https://feeltheburnapp.herokuapp.com/>

- Created fullstack log application using JQuery, Express, Postgres
- Utilized charts for data visualization
- Designed interface for a modern look to reflect a regular gym life

3D Artist, "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, “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

Education**Eleven Fifty Academy****March 2018****Fishers, IN**

Focus: Javascript 12-week Cohort

Bachelor of Fine Arts**May 2013****Ball State University, Muncie, IN**

Major: Animation

Graduated Cum Laude (3.70 GPA)

Related coursework: Pre-Production, Storyboarding, Visual Effects

Related Skills

JavaScript, HTML/CSS, JQuery, Nodejs, Reactjs, React-Native, Git, Angular 5, Expo, Postgres SQL, Firebase, pgAdmin

Software Skills

Adobe Photoshop, Autodesk Maya, Autodesk Mudbox, Pixologic Zbrush, Visual Studio Code, Unreal Development Kit, Unreal 4, Unity