Allison Summers

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

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Project Experience

Swivyl   *March 2018*
https://swivyl.herokuapp.com

- Created version 1.0.0 SaaS application with a team of developers for client
- Implemented authentication with Passportjs.
- Managed sprint boards, repositories, and communication among team members and clients.
- Developed documentation for front-end development

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