asumstad.com
linkedin.com/in/al-sumstad

SKILLS

Software
Adobe Creative Suite (Photoshop, Illustrator, InDesign, Acrobat), Microsoft Office (Publisher, Excel, Word), Clip Studio Paint

Programming Languages
C#, Java, HTML/CSS, Markdown

PROJECTS

Duality (3D Video Game)
01/2021 - 05/2021

- Collaborated with the design team to prioritize ideas and turn them into final concept art, ensuring a unified project vision in tone, mood, and aesthetic.
- Supported team productivity by organizing notes, files, folders, and communication methods.
- Mastered the Scrum method to achieve faster and more useful team objectives through sprint planning.

Outgrown (2D Video Game)
08/2021 - 12/2021

- Directed team of artists and created style guides to achieve a cohesive color palette, mood, and aesthetic for the game.
- Formatted art assets into graphics and published the game on Microsoft Store and XBOX.

In the Night (2D Video Game)
2019 University of Texas Game Jam

- Collaborated with game jam team over the course of the weekend to deliver functional game prototype.
- Created environment and prop artwork to complement character art.
- Won award for Best Visuals.

Alden Sumstad
Designer & Illustrator

WORK EXPERIENCE

3D Print Customz
07/2024 - present
3D Printing and Painting Partner

- Tracked status of numerous orders in varying stages of completion via spreadsheets to facilitate clear communication with store partners and keep production on schedule.
- Provided project quotes to clients with options for different budget restraints.
- Performed quality checks on complete 3D printed products to ensure client satisfaction and that the product quality meets standards of an Etsy Star Seller rated storefront.

Illustrator
06/2022 - present
Freelance

- Delivered eye-catching, polished character illustrations on commission.
- Conducted research and created artistic studies to prepare for each illustration.
- Ensured clear and proactive communication with clients, carefully documenting the artistic process and incorporating client feedback to ensure the final illustration would perfectly meet the client's needs.

Data Imagery Editor 3D
08/2023 - 08/2024
Apple via Mindlance

- Upheld effective communication practices in a remote team environment to increase productivity and eliminate editing redundancies.
- Understood client goals and identified production priorities per project specifications, applying meticulous attention to detail to ensure accuracy and uphold quality standards throughout the editing process.
- Mastered proprietary software to solve urgent challenges and execute the quickest and most critical edits needed to complete time-sensitive projects.

Custom Framer
10/2022 – 07/2023
Michaels

- Managed acceptance and tracking of client orders to meet daily sales goals and long-term project deadlines.
- Communicated with team about progress of projects and most critical deadlines across shifts to prevent project delays.
- Assisted clients by advising them on frames that best suited the artwork, the client's interior design style preferences, and their budgeting considerations.

EDUCATION

Bachelor of Science in Arts and Entertainment Technologies
08/2018 - 05/2022
The University of Texas at Austin
Magna Cum Laude

Courses

- Intro to Design Thinking
- Video Game Art Pipeline
- Digital Painting
- Foundations of Digital Imaging and Visualization