

 asumstad.com
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SKILLS

Software

Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Blender, GitHub, Microsoft Word, Microsoft Publisher, Procreate, Unity, Unreal Engine 5, ZBrush

Programming Languages

C#, Java, HTML/CSS

EDUCATION

University of Texas at Austin

Bachelor of Science in Art & Entertainment Technologies

Relevant Courses

Game Art Pipeline
3D Modeling and Texturing
Video Game Systems Design
Video Game Prototyping
Video Game Scripting
Video Game Modding
Level Design

AWARDS

Best Visuals: 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.
- Implemented game art and animations with the animator controller.

Alden Sumstad

Technical Artist & Game Designer

PROJECTS

● Outgrown

08/2021 - 12/2021

A 2D platformer with NPC quests, stealth, and climbing mechanics.

- Rigged 2D characters for animation, including adding bones and adjusting weights in the Skinning Editor.
- Implemented art from myself and the art team into the Unity project, including background art, particle effects, and character animations.
- Created and implemented textures into sprite shape profiles to be used on spline paths for easy building of platforms for the character.

● Duality

01/2021 - 05/2021

A 3D platformer with roleplaying elements and the ability to switch between two game worlds.

- Collaborated with the design team to prioritize ideas and turned them into final concept art for a unified art direction.
- Sculpted models and unwrapped and optimized UVs, painted textures, and created emissive materials for 3D characters.
- Implemented art from other team members into Unity project, including scripting UI assets, placing 3D assets, creating island terrain, and scripting triggers for character animation in State Machine.
- Created materials and shaders in Shader Graph to add dynamic effects to skybox and adjusted post-processing shaders to make lighting and color palette match concept art.

● High Moon

05/2020

A 2D narrative adventure game with NPC dialogue trees, character choices, and multiple endings.

- Designed and created logo for game, animated the logo in After Effects, and imported it into the main menu.
- Animated characters with animator controller and added parallax to the main menu screen via scripting.
- Worked alongside programmer to implement dialogue into the modular dialogue script created for the project, including reactive character sprites, sound effects, and integration of the UI assets.

WORK EXPERIENCE

3D Data Imagery Editor – Apple via Mindlance

08/2023 - 01/2026

- Mastered proprietary 3D Apple software to solve urgent challenges and execute the quickest and most critical edits needed to complete time-sensitive projects.
- 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.