**Sherman Waysome**

Los Angeles, CA

Swayforce.com || shermanwaysome@gmail.com

**OBJECTIVE**

* To attain the success of my future goals through determination and self-growth by acquiring a multitude of skill sets in order to be a more effective individual and valued asset
* To provide quality in all endeavors in order to enhance company excellence through personal achievement

**SKILLS & SPECIALTIES**

* Maya
* Z Brush
* Unity 3D
* Photoshop
* Illustrator
* Painter
* Dreamweaver
* Premier
* After Effects
* Arnold
* MS Office
* Unfold 3D
* Topogun
* Headus UVlayout
* Mental Ray
* Vray

**PROFESSIONAL EXPERIENCE**

**Sleepy Dragon Studios,**Miami, FL **Nov 2013 – Nov 2016**

Junior Game Designer

*Mobile game developer Microsoft*

***Dragon Siege*** (win8 app)

* Responsible for design and concepts of the game's characters and environment including the style, form, composition and dynamics
* Build and designed all assets ranging from icon, bullets, buttons, menus, characters, environment, UI and animation frames
* Created of preliminary storyboards and promo images for the game
* Create optimized assets in vector from Illustrator
* Met with production team for revisions

***Panda Run***(win8 app)

* Responsible for design and concepts of the game's characters and environment assets
* Build and designed in game UI and Menu sets

***Drake Eggscape*** (win8 app)

* Responsible for design and concepts of the game's characters and environment assets
* Build and designed in game UI, Menu sets and backgrounds

***Desert Lightning*** (win8 app)

* Responsible for design and concepts of the game's characters and environment assets
* Build and designed in game UI and Menu sets
* Created keyframes for animation

***Elevator Breakout*** (win8 app)

* Responsible for design and concepts of the game's characters and environment assets
* Build and designed in game UI and Menu sets
* Created keyframes, inbetweens and loopable backgrounds

***Nebula Clean-Up*** (win8 app)

* Responsible for design and concepts of the game's characters and environment assets
* Build and designed in game UI and Menu sets

***Longshot*** (win8 app)

* Responsible for design and concepts of the game's characters and environment assets
* Build and designed in game UI and Menu sets
* Create optimized assets in vector from Illustrator

***Fast & Frustrated*** (win8 app)

* Responsible for design and concepts of the game's characters and environment assets
* Build and designed in game UI and Menu sets
* Create optimized assets in vector from Illustrator

**Cakewalk Entertainment,**Los Angeles, CA **Nov 2012 – Feb 2013**

Concept Designer

*A multimedia and design company*

* Provided high quality illustrations in accordance with project needs
* Worked closely with art direction, during design process of project story
* Created innovative character designs in keeping with director’s vision
* Generated design proofs for story covers
* Created final illustrations for approval process
* Provided high resolution digital rendering of novel art

**New Product Help,**Miami, FL **Oct 2010 – Nov 2012**

3D Artist (Per Project Based)

*A patent designs company*

* Developed high quality digital renditions for innovative patents
* Generated mid-level topology models for accurate representation of inventor patents
* Created basic rigs for 3D assets to depict functionality features of original patent
* Atlas mapping of UVs for all assets
* Created procedural texturing for all assets in deliverance of company deadlines
* Coordinated with remote team for updates, revision, and interpretations of patents for thorough production
* Created render stills for client presentation of 3D patents
* Demonstrated ability to maintain communications between team and company management

**Urban Tour Host,**Miami, FL **June 2010 – Sept 2010**

2D/3D Artist

*A Miami tour company featuring the arts, culture, and history of South Florida*

* Creation of 3D assets for illustration design
* Designed marketing illustrations to promote company tours
* Managed company website
* Implementation design changes to company website, including content updates and maintenance
* Demonstrated ability for self direction and implementation of design assets
* Ensured growth and integrity of asset development and internal production
* Designed illustrations for external and internal events based on managerial direction
* Demonstrated quick adaptation into other departments such as compositing and editing
* Edited commercial videos to promote upcoming events
* Managed company tour groups and addressed client concerns

**New Product Help,**Miami, FL **Oct 2009 – July 2010**

3D Artist

*A patent designs company*

* Developed high quality digital renditions for innovative patents
* Generated mid-level topology models for accurate representation of inventor patents
* Created basic rigs for 3D assets to depict functionality features of original patent
* Atlas mapping of UVs for all assets
* Created procedural texturing for all assets in deliverance of company deadlines
* Coordinated with remote team for updates, revision, and interpretations of patents for thorough production
* Created render stills for client presentation of 3D patents
* Demonstrated ability to maintain communications between team and company management

**Juelle Motors,**Weston, FL **Feb 2009 – July 2009**

3D Artist

*An automotive design company*

* Created high quality automotive assets for design representation
* Produced textures and lighting of 3D assets in accordance with design specifications
* Managed project deadlines and distributed asset creation to produce high quality results
* Managed development stage of vehicles, including dynamics and mechanics of automotive designs

**Kijik Multimedia Inc.,**Miami, FL **July 2008 – Sept 2008**

2D/ 3D Artist

*A multimedia company*

* Created high quality environments for pilot short
* Produced textures and lighting of 3D assets in accordance with design specifications
* Demonstrated ability to meet tight deadlines
* Restored older art assets in order to preserve artistic properties
* Created vector art illustrations are all comic art assets
* Designed character concepts and illustrations in accordance with project needs

**VOLUNTEER EXPERIENCE**

* Creative Talent Network Animation Expo **Nov 2013 – 2014**

**EDUCATION**

**Miami International University of Art and Design,**Miami, FL **2006**

* Bachelors of Fine Arts in Computer Animation

**GAME, FILM, APP, AND COMMERCIAL TITLES BROUGHT TO MARKET**

* ***The Volonians illustration novel 2013***
* ***Frank and Le Frank Kysier commercial 2011***
* ***Miami Science Museum commercial 2008***
* ***Dragon Siege***
* ***Panda Run***
* ***Drake Eggscape***
* ***Desert Lightning***
* ***Elevator Breakout***
* ***Nebula Clean-Up***
* ***Longshot***
* ***Fast & Frustrated***