Sherman Waysome

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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**
<u>Concept Designer</u>
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**
<u>2D/3D Artist</u>
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
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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**
<u>2D/ 3D Artist</u>
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*