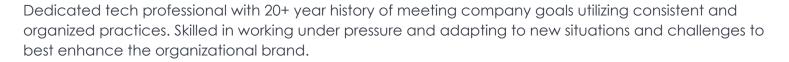# Tony **Shumskas**

Sr Product Designer, Design Engineer, Motion Artist

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Dedicated tech professional with 20+ year history of meeting company goals utilizing consistent and organized practices. Skilled in working under pressure and adapting to new situations and challenges to best enhance the organizational brand.

Beginning with building UX designs for Sony Design, and developing a broad skillset to serve a variety of clients and needs, was able to work on high profile projects from leading the design for Samsung's The Frame, big budget film campaigns like the Dark Knight and Wall-e, to Sony's PlayStation 4 launch at E3.

Technical Profile

- 2D/3D Animation
- Compositing
- Product Design
- Prototyping
- Illustration
- Video Editing
- Adobe Creative Suite
- CInema4D
- Redshift Renderer
- Origami Studio 3

Competencies

Problem-Solving

Project coordination

Team management

Technical writing

Training and Development

Mockups and prototypes

Animation pipeline understanding

Storytelling

Hand drawing

Work History

2017-11 - Current

Product Designer/Design Engineer

Facebook

- Drafted clear technical documentation, detailing product design specifications.
- Successfully collaborated with engineers to verify design changes.
- Develop and teach workshops to educate new users and help troubleshoot issues current user may be blocked by.
- Built over 50 fully functional components based off of visual design standards of Facebook Design System (FDS).
- Identified new ideas, products and/or features that improved user satisfaction, and kept product in forefront of industry.
- Brainstormed with peers and other members of design team to determine enhancements and product features
- Documented each step in product's design process for use in manuals

2016-08 - 2017-03

Lead Motion/Product Designer

Samsung Research America, Sunnyvale, CA

- Lead motion and product design for television lifestyle product The Frame
- Design and build prototype animations to demonstrate UX flow to engineering team
- Work with engineers on-site in S. Korea evaluating motion design and help design solutions around restrictions within Tizen framework
- Illustrate/animate concepts to demonstrate proof of concept on future products
- Various roles performed in order to complete projects: Design / Motion Graphics / Compositing / CG Modeling / Animation

2014-03 - 2016-03

Senior Motion Artist (Vendor)

Google, Mountain View, CA

- Built over 100 animations based off of designs coming from Visual Design teams for Android OS Lollipop, Marshmallow, and Nougat
- Develop and maintain animation library
- Work closely with engineers to deliver animation timings and specs for Android builds
- Clean and update illustrations, animations, and copy for Material Design website
- Collaborate with team to build project work flow for animation projects
- Analyze and report items that do not fall within specs and provide potential solutions
- Various roles performed in order to complete projects: Design / Motion Graphics / Localization / Resource Management

2015-07 - 2015-10

Senior Animator (vendor)

Apple Inc, Sunnyvale, CA

- Work with team to bring storyboards to reality
- Built and managed roughly 30 After Effects projects
- Match animations to be in sync with product
- Troubleshoot and verify animations are current with latest product builds
- Worked with Industrial Light & Magic (ILM) to get shot data and integrated with comps for internal dailies.
- Various roles performed in order to complete projects: Motion Graphics / Compositing / Motion Tracking / Animation

2013-12 - 2015-10   **Senior Creative**

Swordfish SF, San Francisco, CA

- Build compelling animations for trade shows, public events
- Design and build prototype animations to demonstrate possible user experience (UX)
- Utilized well-honed skills in Cinema4D and After Effects to generate mockups of creative ideas
- Collaborated with in-house producers to create storyboards, mood boards and thumbnail sketches to represent and visualize ideas prior to execution
- Various roles performed in order to complete projects: – Design / Motion Graphics / Compositing / CG Modeling / Animation
- Clients/Brands include: AT&T Uverse / Audi / Bosch / Corning / Google / Morton Salt / Salesforce / Sony

2013-02 - 2014-02   **Senior Compositor**

Sony Computer Entertainment America, San Mateo, CA

- Work with team to develop, design, and animate large format videos (14,000+px wide) for trade show events
- Create video campaigns for upcoming IPs
- Extend campaigns for web by developing flash based ads and optimize videos for delivery on Youtube
- Various roles performed in order to complete projects: – Motion Artist / Storyboarding / Illustrator / Compositor / Art Director / Developer

2007-08 - 2011-12   **Senior Motion Designer/Flash Developer**

Agency.com / Tribal DDB, San Francisco, CA

- Research & develop new strategies which utilize a clients branding and deliver it to an online audience to bring brand and consume together.
- Set and maintained high standards of quality for over 100 projects.
- Monitor technology trends and identify what can be useful to raise clients brand awareness.
- Work with team to further address current interactive needs of clients and broadening options beyond what is expected to raise client awareness as to what is possible and can aid in generating additional revenue.

- Regular tasks included, but not limited to:
  Editing / compositing / CG Modeling / animation / motion graphics / Flash design / development / art direction / storyboarding / video compression
- Clients/Brands include:
  AMC Theaters / Apple Inc. / Ask.com / BBC / British Airways / Columbia Pictures / Disney / eBay / iTunes / MGM / New Line Cinema / Nike / Nobilo Wines / Orbitz / Sony Pictures / Sony Music Entertainment / Universal Pictures / Venetian Hotel / Warner Bros.

Awards

1. CES 2017 Innovation Award
Project: The Frame
Role: Lead Motion/Product Designer
Issued by Consumer Electronics Show (CES) · Jan 2017
Associated with Samsung

2. Best of Show Award
Project: Killzone:Shadowfall (Multiplayer Trailer)
Role: Lead Artist
Issued by Gamescom · Aug 2013
Associated with Sony Computer Entertainment America

3. Cannes Lion shortlist, One Show Merit
Project: Baby It's Cold Outside
Client: Nike
Role: Flash Designer
Issued by Cannes · Jan 2010
Associated with Agency.com

Languages

English

Japanese (semi-fluent)

Certifications

2022-06   After Effects: LinkedIn Skill Assessment badge

Patents

- Display screen or portion thereof including a graphical user interfaceDisplay screen or portion thereof including a graphical user interfaceUSD942471S1 · Issued Feb 2, 2022USD942471S1 · Issued Feb 2, 2022

- Display screen or portion thereof including a graphical user interfaceDisplay screen or portion thereof including a graphical user interfaceUSD835152S1 · Issued Dec 4, 2018USD835152S1 · Issued Dec 4, 2018
- Display screen or portion thereof with graphical user interfaceDisplay screen or portion thereof with graphical user interfaceUS USD789401S1 · Issued Jun 13, 2017

Education

1994-09 - 1998-05	**Some College (No Degree): Design And Visual Communications** *Prince George's Community College - Upper Marlboro, MD*
1989-08 - 1993-05	**High School Diploma** *Gwynn Park High School - Brandywine, MD*