

ALLISON SUGDEN

SENIOR ARTIST • 3D GENERALIST • MEDICAL ILLUSTRATOR • MOTION GRAPHICS DESIGNER

EXPERIENCE

2017-PRESENT

SENIOR 3D ARTIST - LEAD | Sharecare Reality Lab

- Designed and lead the development of multiple types of digital products for the consumer division, which were sold to major pharmaceutical companies such as Johnson & Johnson, AbbVie & Novartis.
- Collaborated with our team of artists to produce an award-winning 3D application, YOU by Sharecare, which features medically-accurate anatomy, physiology, disease and treatment simulations of the human body (supports VR and AR). Licensed and used by Yale medical school, USF and other universities across the US.
- Created & implemented textures for 3D assets. Set up environments, lighting & character animations in Unity. Polished scenes to their final desired look based on the art directors feedback. Helped built 3D models with properly laid UVs. Composited all rendered footage into final video for delivery.
- Worked closely with our medical writers to help draft stories that would bolster our visual content and ensure the highest level of quality & accuracy of our products.
- Created customized motion graphics packages to support the consumer products being created.
- Produced video content that was featured on the Dr. Oz show and an HBO special with Sanjay Gupta.
- Excelled at mentoring newer artists and guided teams of artists to complete projects and meet deadlines on time and of the highest standard.
- Developed improved pipelines for creating our consumer projects and organizational systems to better support our team's needs.
- Collaborated with our programming team to develop and deploy new product lines.

2016-2017

MEDICAL VISUALIZATION ARTIST | Outcome Health

- Created 3D anatomical models and animations to be displayed on the interactive digital touchscreens.
- Collaborated with producers & editors to create 2D and 3D animated segments for the OH network that broadcasts to thousands of physician offices across the US.
- Responsible for developing and organizing 3D project workflows for a growing team of medical visualization artists
- Skilled in 3D modeling, UV Texturing, Lighting, Rigging, Rendering, Animation, and Compositing.

2014-2015

GRAPHIC DESIGN & WEB DEVELOPMENT | Custom Computer Network Solutions

- Designed & improved customer websites based on their business needs.

2012-2014

PHYSICAL THERAPY TECHNICIAN | Fit4Life Physical Therapy & Person Training

- Increased practice profitability by marketing services & products.
- Trained in software to manage patient scheduling, insurance & billing.
- Assisted patients through strength training & therapeutic exercises.

EDUCATION

2015-2016

MASTER OF SCIENCE (MSC) IN MEDICAL VISUALIZATION & HUMAN ANATOMY

Glasgow School of Art & University of Glasgow, UK

- Coursework in 3D modeling, visualizing scan data, interactive app development & cadaver dissections. Graduated with highest distinction.

2010-2014

BACHELOR OF SCIENCE (BS) IN HEALTH SCIENCE

University of South Florida, USA

- Coursework in biomedical sciences & fine art

REFERENCES

Mike Trezza

Art Director, Sharecare Reality Lab (SRL)
mikcal81@hotmail.com

Gary Gardiner

Director of Software Engineering, SRL
gary@dreamflightadventures.com

Matthieu Poyade

Professor, Glasgow School of Art
matthieupoyade22@gmail.com

SKILLS

Unity



Substance Painter



Maya



Adobe Creative Suite



Zbrush



Cinema 4D



3DS Max



CONTACT

+1 (941) 447-6930

allisonsugden1@gmail.com

Sarasota, FL

www.allisonsugden.com

linkedin.com/in/allisonsugden