

Carl Sommer

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Selected Skills

Unity	Photoshop	Maya	XD	SVN/Git/Perforce	User Research
C#	Illustrator	Blender	After Effects	Rapid Prototyping	User Testing

PACCAR

Kirkland, WA

DAF Trucks

Front End Development Lead | June 2020 - Present

- Mentored and supervised a team of up to five developers to fully restructure project with performance concerns while continuously adding new content.
- Implemented multiple revisions to the development pipeline to improve developer efficiency and performance metric tracking.
- Reduced project size by over 323%, VRAM consumption by 345% and improved FPS by 233-275%.
- **Tools:** Graphics Engine (*Redacted*), C++, Illustrator, Photoshop, Blender, SVN, Git.

Kenworth, Peterbilt

UI Designer / Tech Artist | April 2019 - June 2020

- Implemented new content and optimized existing content for digital display in trucks.
- Developed functions interfacing the back end code with the graphics engine to support more robust development solutions.
- Strategized and implemented overhaul of the display startup process, improving boot performance and allowing for greater control of asset loading (used across all PACCAR truck brands).
- **Tools:** Graphics Engine (*Redacted*), C++, Illustrator, Photoshop, SVN, Git.

Soma Games

Freelance

The Lost Legends of Redwall: The Scout

UI Designer/Developer | Aug. 2018 - April 2019

- Collaborated with UI teams to define information architecture, user flow and style guides.
- Designed and developed main menu UI, interaction and animations.
- **Tools:** Unity, C#, Illustrator, Photoshop, After Effects, SVN.

The Lost Legends of Redwall: Escape the Gloomer

- Created wireframes and mockups for mobile and desktop UI.
- Adapted existing UI art and created new UI art for mobile interface.
- **Tools:** Illustrator, Photoshop, Pencil, SVN.

Frontwire Studios

Freelance

Galaxy in Turmoil

UI Designer/Developer | Dec. 2016 - May 2018

- Collaborated with UI teams to define information architecture, user flow and style guides.
- Designed, developed and created art for multiple UI elements including the main menu, multiplayer lobby, vehicle HUD and more.
- **Tools:** Unreal Engine, Blueprints, Illustrator, Photoshop, After Effects, Git.

Purdue University

West Lafayette, IN

M.S. Computer Graphics Technology

Aug. 2014 - Aug. 2016

B.S. Computer Graphics Technology

Aug. 2009 - May 2013

Minor in Art and Design