John B. Sukumar

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EXPERIENCE:

Syncretic Games Chicago IL

3D Modeler / Artist
October 2024 – Present
Designed 50+ transformation and idle animations of different tools players use for an indie video game

- Modeled one high-poly asset with 20 low-poly variants to be used in animated transformation sequence using Blender
- Curated an overall design aesthetic using reference images and 3D mock-ups
- Generated 5 unique procedural textures for game environment using Material Maker

Kyndryl Associate Visual Designer

Chicago IL

September 2023 – March 2025

- Delivered exceptional digital experiences to over 25 companies, helping to secure a combined \$50 million in deals
- Transformed 10+ customers' ideas into striking visual and user-centered web-based designs
- Prototyped 5+ animated and interactive applications
- Crafted strategic slide decks to distill complex technological concepts into clear, impactful visual narratives

KyndrylDesign Intern/Business Analyst

Austin TX June 2022 – August 2022

Created the UI Kit for the Solutions Library, an internal Kyndryl program to streamline service for customers

- Organized 300+ components for the UI Kit, including color pallet and the typography template using Figma
- Partnered with the Chief Architect to structure feature requirements in an intuitive, easy-to-update format

Prismatic

Summer Research Team Intern

Chicago IL June 2021 – September 2021

- Conducted 10+ in-depth interviews with administrators and students to research needs of those entering the workforce
- Formulated original survey to complement the interviews to gain quantitative data to balance analysis
- Awarded a \$3,000 Northwestern grant to conduct research and help with design process
- Collaborated with design professionals from Bosnia to create cross-cultural business plans for start-ups

Design for America, Northwestern University, for Kingsley Elementary School

Evanston IL

Team Member

April 2021 – June 2021

• Structured a makerspace and designed its curriculum with a grant of \$10,000 from Kingsley Elementary School

• Developed methods of 3D modeling to introduce students to STEM fields and increase their ability to collaborate

PROJECTS:

3D Animations Using Blender

August 2024 - Present

• Self-taught 3D modeling and animation skills creating 15+ still images and 15+ animated videos

Yearbook Website

Summer 2023

• Designed yearbook for club of 60+ members using Figma

• Coded and implemented designs using HTML, CSS, and Javascript

The Power Partner – Segal School of Design - Northwestern University

Spring 2022

- Redesigned the standard power rack to be more beginner-friendly and aesthetically pleasing
- Learned KeyShot to render and created a presentation to explain the design process and visual language

Creating a Visual Brand - Segal School of Design - Northwestern University

Winter 2022

• Ideated a company brand by designing and rendering two products that share the same design language

Building a Song Recommending Program – Computer Science Course

Winter 2021

• Wrote application in Python which connects to Spotify's API to recommend users new music based on current tastes

SKILLS AND INTERESTS:

Skills: Figma, Blender, PowerPoint, InDesign, Photoshop, Time Management, Attention to Detail, Creative, Layout and Design **Activities:** Running, Powerlifting, Mountain Climbing

AWARDS AND ACCOMPLISHMENTS

Regeneron Science Talent Search Semi-Finalist; awarded for independent research on hyperfocus in ADHD
Completed one-month NOLS leadership Alaska expedition
Adirondack "46er," climbing peaks over 4,000'

January 2019
June 2019

EDUCATION:

Northwestern University | Bachelor of Arts in Psychology, Segal Design Certificate | Binghamton University, State University of New York

June 2023