

John B. Sukumar

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EXPERIENCE:

Syncretic Games

3D Modeler / Artist

Chicago IL

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

Kyndryl

Design 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

SKILLS

Design: 3D modeling, lighting, rendering, animation, brand identity systems, visual storytelling, concept development, typography & layout, composition, color theory

Software: Figma, Adobe Creative Suite (PS, AI, ID), Blender, Maya, Marvelous Designer, PowerPoint, HTML/CSS/JS (basic)

Process: Cross-functional collaboration, presenting design decisions, incorporating feedback, ideation, attention to detail, organization, creative problem-solving

AWARDS AND ACCOMPLISHMENTS

Regeneron Science Talent Search Semi-Finalist; awarded for independent research on hyperfocus in ADHD

January 2019

Completed one-month NOLS leadership Alaska expedition

June 2018

Adirondack "46er," climbing peaks over 4,000'

June 2019

EDUCATION:

Northwestern University | Bachelor of Arts in Psychology, Segal Design Certificate |

June 2023