

Perry Logan

PerryLesterLogan@gmail.com

<http://perrylesterlogan.wix.com/cgartist>

Skills

- 0 Maya-3D Modeling, animation, and environment lighting
- 1 Photoshop/GIMP -Texturing, storyboarding character concepts
- 2 Roadkill - UV mapping
- 3 Zbrush- Digital sculpting, and 3D modeling
- 4 After Effects- Video editing
- 5 Unity- Game assets

Specialties

- 6 Animation
- 7 Storyboarding
- 8 Concept design
- 9 3D modeling
- 10 Texturing

Relevant School Experience

- 11 **Festival International** 2015-2016

Part of a six person team working on commercial

Project included building an original storyboard, character, prop modeling, and animation

- 12 **Children's Museum of Acadiana** 2015

Part of a three person team to create a commercial for the museum

Prop modeling, and placement

·13 **Game Development** 2016

Part of a five person developed 3.5 sides scroller hack in slash game

Personally responsible for the concept Art, character modeling, and animation

<http://quintonbaudoin.github.io/Death-Mask/>

Other Experience

Freelance graphic work, June 2016 to present

Various clients projects

Education

Academy of Interactive Entertainment, Lafayette Campus

Advanced Diploma in Game Art, 2016

References

Donald Gremillon II

Art instructor at the Academy of interactive Entertainment

Donaldg@aie.edu.au

Adam Folse

Art instructor Professor at the Academy of interactive Entertainment

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