

David H. Logan

sharkseven@gmail.com
703-403-2838

5493 Rochester St.
Riverside, CA 92504

Summary

Character animator with strong software development background. Experience with animating characters in Maya, C/C++ development, storyboarding, and video editing.

Education

AnimationMentor.com, (Graduation: July, 2009)
Diploma in Advanced Character Animation Studies

Duke University, Durham, NC (Class of 2003)
B.S.E. in Electrical Engineering and Computer Science

Computer Skills

- Maya animation, rigging, and scripting (MEL and Python).
- FinalCut Pro and Adobe Premiere video editing.
- Proficiency in C, C++, Java, C#, Visual Basic, and Matlab.
- Strong Windows OS Internals knowledge and DirectX experience.
- Operating Systems: Windows, Xbox 360, Unix, Linux

Experience

2012: **PIXABLE Studios GmbH & Co. KG**, Remote, Character Animator (January 2012 - Present): Video game animation in Softimage/XSI.

2011: **Longbeach Water Department**, Remote, Freelance Contract (July 2011): 2D animation in Toonboom visualizing effects of grease buildup on sewer system.

2010-2011: **PIXABLE Studios GmbH & Co. KG**, Remote, Character Animator (August 2010 - May 2011): Video game creature animation in Maya for Risen2.

2009-2010: **Easley Dunn Games**, Remote, CG Character Animator Intern (Sept 2009- July 2010): Rigged and animated 3D characters in Maya for use in video games.

2010: **TIC Summer Camp**, McLean, VA, Animation Counselor (June 2010-August 2010): Taught animation through Blender, Flash, and stop-motion projects.

2010: **CurrentTV**, Remote, Freelance Contract (April 2010): Two-minute 2D animation for a documentary using Toonboom. Created storyboards and all animation.

2008-2010: **PrepMatters**, Bethesda, MD, Tutor: Worked one-on-one with high school students preparing for SAT, ACT, mathematics, and physics exams.

2004-2007: **Microsoft Corporation**, Redmond, WA, Software Design Engineer in Test: **Xbox Console Team** (January 2006-December 2007): Developed and implemented overall graphics test plan for Project Helium encompassing low level graphics driver testing, video playback, and codec support. Responsible for audio/video codec testing for Xbox Live Video Marketplace launch.

Windows Serviceability (March 2004-December 2005): Owned DirectX testing in Windows Serviceability. Developed and maintained API test tools to ensure high release quality in bimonthly Windows security updates.

Other Art Experience

- Co-author and artist of "Blazing Sea Nuggets," a five-day-a-week comic strip for the *Duke Chronicle* (2000-2002). Self-published cartoon compilation *Goodbye, Farewell, and Quiet You!* sold 1700 copies in 2003
- Duke University: Film Animation Production with Professor Fred Burns. Film and Video Department Animation Award for work on a 20 minute, hand drawn, inked, and painted cel animation.

Demo Reel

<http://www.sharkseven.net>