

Logan Harrington

loganharrington.com | (508) 439-1449 | logan.harrington@gmail.com | Salem, MA

3D Artist

7+ years experienced 3D Artist adept at creating high quality & optimized 3D & 2D graphics including modeling, texturing, rigging, animating, lighting, etc. for video games, simulations, and more. Highly skilled in handling projects & fulfilling client requirements while maintaining 100% quality. Seeking part-time, freelance, and contract opportunities.

PROFESSIONAL EXPERIENCE

Senior 3D Artist

March 2021 – Current

Minerva Medical Simulation

Remote / Part-Time

- Responsible for all 3D graphics and animations for Full Code, a medical simulation mobile game.
- Upgrade and optimize existing 3D assets to meet a higher artistic standard and for implementation into three.js gaming engine.
- Created new hospital room environments, medical props, and 350+ character animations for new version releases resulting in an increase in app downloads.
- Implement graphics changes to engine, write code for new assets, and QA changes to the game.

3D Artist

February 2021 – July 2021

Breakaway Games

Remote / Contract

- Created over 50 stylized, low-poly, hand-painted 3D props for an unannounced kids game created with Unity.
- Successfully kept within the art style, engine limitations, and time constraints for all art assets allowing project to stay on-time.
- Worked independently on a part-time, contract basis to complete all work on time.
- Created the game's mascot character complete with basic rig and animated poses to be used for renderings.
- Designed 15 2D icons using Adobe Illustrator to be used for 2 mini games.

Generalist Artist

July 2020 – Nov 2020

Truly Social Games

Remote / Contract

- Responsible for the creation of artistic assets for the mobile game Archer: Danger Phone (the video game extension of the TV show Archer) in partnership with Disney Games and Floyd Country Productions.
- Seamlessly collaborated with a small team of artists, designers, and developers following a Scrum methodology.
- Built low-poly and hand-painted 3D props and environments using Maya and Substance Painter for Unity implementation.
- Created environmental concept art using Photoshop and matte painting used in the TV show.

3D CAD Developer

Oct 2017 - Aug 2019

Wolverine Worldwide

Waltham, MA / Full-Time

- Responsible for developing realistic 3D models of footwear designs using Maya and RomansCAD.
- Created new styles of photorealistic renders using Maya and Pixar RenderMan plugin, providing reuse for marketing and looking more professional for meetings.
- Showcased the latest Keds, Saucony, and Merrell footwear by animating turntables of 3D models using Blender.

SKILLS

3D Modeling, Rendering, Texturing, UV Wrapping, Animation, Rigging, Photogrammetry, Motion Graphics

SOFTWARE PROFICIENCY

Maya, Blender, Photoshop, Unity, Substance Painter, three.js, Zbrush, Perforce, Jira, Illustrator, Premiere, After Effects, Git

EDUCATION

B.S., **Interactive Media and Game Development**, Worcester Polytechnic Institute, 2010 - 2014