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LOGAN SAND

DIGITAL ARTIST

SUMMARY 3D Modeler with both hard surface and organic experience, as well as texturing and UV unfolding. Programming experience for both web design and interaction. Experienced with implementation, as well as collaborative projects.

- SKILLS AND ABILITIES**
- Experience with several 3D programs such as Maya, Mudbox, and 3DS Max.
 - Can create UV maps that are understandable and optimized for immediate use
 - Experience with several game engines including Unreal Engine, Game Maker, Construct, and Unity

EXPERIENCE

BETRAYAL AT HOUSE ON THE HILL - Unreal Engine 4
Oct-Dec 2014
Environment and prop modeler and texture artist, combining photographed as well as hand-painted textures

INTERN: IHG OWNERS ASSOCIATION - Adobe Illustrator and InDesign
Nov. 2016-April 2017
Worked with the Director of Marketing to create corporate publications that matched in visuals and tone to their established style

GRADUATE RESEARCH ASSISTANT - 3DS Max and Adobe Illustrator
Jan. 2016-Jan. 2017
Created low-poly 3D models of downtown Atlanta from LIDAR, then made simplified textures using Google Earth and Adobe Illustrator

EDUCATION

EAST TENNESSEE STATE UNIVERSITY
B.S. Digital Media
May 2015

GEORGIA INSTITUTE OF TECHNOLOGY
M.S. Digital Media
May 2017

REFERENCES

SCOTT CONTRERAS-KOTERBAY

ETSU Honors College,
Director of Fine and Performing Arts
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SUSIE O'CONNELL

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