**LOGAN FREDERICKSEN**

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**ANIMATION SKILLS**

* ***Digital Arts*:** Photoshop, Illustrator, After Effects, Media Encoder, Dreamweaver
* ***Animation*:** Autodesk Maya, Cinema 4D, Substance Painter, Toon Boom Harmony, Houdini (in progress)
* ***Programming languages*:** HTML5/CSS3, JavaScript, jQuery, Python
* ***Game Development*:** Unity, Unreal Engine (in progress)

**EDUCATION**

**Bachelor of Fine Arts in Animation** May 2021

Minors in Interactive Media and Digital Arts Tampa, FL

*The University of Tampa (UT) –* GPA: 3.8

**American Institute for Foreign Study (AIFS)** Jan. 2019 – May 2019

*Richmond University of Florence* Florence, Italy

**ANIMATION EXPERIENCE**

**”Sleepless” – 3D Animated Short Film** Jan. 2021 – Present

*The University of Tampa*  Tampa, FL

* Write a 3-page script and create concept art using Toon Boom Harmony.
* Use Autodesk Maya to create all 3D components and Substance Painter for all textures.
* Construct 3D models, UV layouts, materials and textures, and Arnold rendering to create a cute, creative and technical short film.

**Houdini Apprentice – Independent Study** Jan. 2021 – Present

*The University of Tampa* Tampa, FL

* Study modules to learn basic Houdini concepts of 3D modeling, UV construction,
adding materials, rendering, visual effects, particle components, etc.
* Learn how to manage the node system and to become familiar with foundational tools.

**Co-President – 3D Animation Club** Sep. 2020 – Present

*The University of Tampa* Tampa, FL

* Gather like-minded people to create miniature 3D animation projects using Autodesk Maya.
* Offer tutoring to students who need assistance in their animation classes.
* Present opportunities to learn from one another while growing in artistic and technical skills.
* Respectfully give feedback and critique to help improve quality of work and overall aesthetic.

**GAME DEVELOPMENT, ANIMATION, AND PROGRAMMING COURSEWORK**

**Mobile Application Development** Jan. 2021 – Present

* Learn how to make a Third-Person mobile game inside of Unreal Engine. Will be available on the iOS Application Store.
* Learn how to develop a game from scratch and from imported material.

**Animation for Interactivity and Games** May 2020 – Aug. 2020

* Imported 3D models and characters into Unity to create an interactive fighting game.
* Animated in Autodesk Maya for player animation and constructed textures in Substance Painter.

**Creative Coding** Jan. 2019 – May 2019

* Used HTML5/CSS3 inside Dreamweaver to create art made of code.
* Used Photoshop and Illustrator to create images for calculating movement for user interactivity.

**PROFESSIONAL EXPERIENCE**

**Resident Assistant** Aug. 2019 – Present

*The University of Tampa* Tampa, FL

* Mentor and supervise over 35 residents and communicate with them about issues and
 complications to motivate encouragement and success.
* Multitask several administrative duties, including incident reports and floor meetings to grow the community.
* Lead by example through mature and respectful behavior consistent with university
rules and regulations.
* Design visually appealing and motivating advertisements for building events and important information.
* Initiate and maintain relationships with all residents by collaborating and organizing events.
* Be flexible and available to understand the needs of the residential community and enhance the personal, social and academic development of each resident.

**Technical Assistant Intern** May 2019 – Aug. 2019

*Journey Church* Castle Pines, CO

* Learned successful adaptation to work quickly while developing attention to detail and
organization skills through everyday tasks.
* Acquired passion for technical skills while using software such as M-PC, ProPresenter and Carbonite to allow services to run more smoothly.
* Contributed a positive attitude for encouraging and collaborating with other church interns to construct a better work environment and establish teamwork.
* Communicated with leaders for personal, technical and spiritual growth that enhanced a strong work ethic.

**ADDITIONAL ARTISTIC EXPERIENCE**

**Visual Designer** Nov. 2020 – Present

*Campus Crusade for Christ (CRU) – The University of Tampa* Tampa, FL

* Volunteer effort to advertise CRU on campus while interacting and communicating with a diverse group of people and artistic passion.
* Use graphic design, 3D modeling and visual design to create logos, posters and flyers that are posted on campus and on CRU’s Instagram page with over 500 followers.
* Continue to grow skills in Photoshop, Illustrator, and Maya while helping CRUs visual design and advertising needs.

**Photographer** Apr. 2018 – Dec. 2018

*GradImages* Denver, CO

* Used DSLR cameras to capture high school and college graduations.
* Set up equipment and adjusted camera settings to capture the best photograph possible while focusing on principles and elements of design.
* Organized a variety of camera equipment and prepared all items before events.
* Successfully engaged with a variety of personalities and experience level.

**LEADERSHIP EXPERIENCE**

**Universal Leadership and Career Development Program** March 2021

*The University of Tampa*  Orlando, FL

* Attain UT’s most competitive program to enhance leadership skills and to explore
different career paths.
* Discuss leadership strategies and talk to professionals to implement these skills for future occupations.

**Master Instructor** Aug 2013 – Oct. 2017

*J.W.Kim Taekwondo* Castle Pines, CO

* Used knowledge from attainment of 2nd degree blackbelt to lead, assist and encourage students to establish courtesy, integrity, self-control and perseverance.
* Taught students how to obtain discipline, knowledge, skill and confidence to thrive in a dangerous situation.
* Learned successful adaptation to stressful and rapid change.

**ACHIEVEMENTS**

Dean’s List Aug. 2017 – Present

High Outstanding Community Service – 260.5 hours May 2017

Photograph selected for UT’s study abroad calendar October 2020