

Logan Pu

Murray, UT 84121 | (435) 764-2306

hongyupu@gmail.com | www.linkedin.com/in/logan-pu-71323b194 | logan256.github.io | iotaai.itch.io

EDUCATION

University of Utah, College of Engineering

Bachelor of Science, Computer Science

Bachelor of Fine Arts, Illustration

Salt Lake City, UT

August 2023 - Current

August 2019 - May 2023

Honors

- 3.9 GPA
- Utah Flagship Scholarship
- Carmen Mormon Scholarship

SOFTWARE SKILLS

Visual Studio	IntelliJ	Visual Studio Code	XCode
PyCharm	Mars MIPS Simulator	Microsoft Office Suite	Github
Adobe Creative Suite	Google Suite	Unity	Apple Suite

LANGUAGES AND FRAMEWORKS

Java	Python	C#	.NET MAUI
CSS	JavaScript	SwiftUI	HTML
React JS	Node JS	MIPS	R

EXPERIENCE

Freelance Illustrator

Character Artist, Illustrator

April 2022 – Current

- Created captivating digital illustrations and concept art for clients in diverse industries.
- Crafted memorable and visually engaging characters, aligning with clients' visions and project requirements.
- Maintained a diverse and impressive portfolio showcasing a range of artistic styles and projects.

Catchking, Knucklehead Studios

Illustrator and Designer

May 2022 – December 2022

- Developed wallpaper illustrations based on team specification around lore for story, marketing and promotion.
- Revolutionized design of assets for generative NFTs resulting in over 5000 assets for the founders.
- Accomplished improved overall visual aesthetics through illustration of the CatchKing game and NFT series.

Team Miruku

Character Artist / Character Designer

September 2022 – November 2022

- Designed a variety of v-tuber character models based on client feedback and lore.
- Created character specifications to be used in future debuts and a manga/comic series.

PROJECTS

Catchking Explorers

- Created over 100 assets for CatchKing Explorers to be distributed through NFT marketplace Magic Eden.
- Prototyped, discussed and finalized designs with the CatchKing team.

Illustration Capstone

- Created a series of illustrations displaying and proving the skills gained throughout my Artistic Career.
- Displayed work through a personal website as well as sites such as Artstation.

INTERESTS

- Game Development: Combining art, engineering and writing, games allow my creations to come to life.
- Programming Competitions: I enjoy solving computational problems in a highly competitive environment.