Logan Allen

Burlington, VT | (802) 497-8763 | logandallen54@gmail.com | logandallen.artstation.com |
linkedin.com/in/logandallen | logandewolfe.com | Graphic Design Work

Education

Champlain College, Burlington, VT   August 2021 - May 2025
- Game Art, BS
- 3.958 GPA (4.0 Scale)
- Champlain Climbing Club

General Experience

OVR Technology   June 2025 - July 2025
Independent Contract Position: Environment and Asset Artist
- Assisted with creating a Minecraft mod showcasing the technical features of OVR's product
- Built detailed in-world levels that captured the mood and intention of the story
- Created 2D pixel art assets to indicate unique scents associated with the OVR device

Emergent Media Center   May 2024 - April 2025
Environment Art Intern
- Created and staged realistic natural environments utilizing original assets and Quixel Megascans
- Created abstract procedural visuals within Unreal Niagara systems and Blender Geometry Nodes
- Created foliage, including trees and shrubs, fitting a variety of settings and conditions
- Collaborated with stakeholders to bring their visions to life and deliver visuals complementing and elevating predetermined music scores.

Our Way Vermont   July 2023 - Present
Director/Editor
- Organized and curated art gallery showcases for local artists
- Organized local community engagement events for local bands and art vendors
- Utilized Adobe software to create marketing materials and flyers for social media and advertising
- Lead the production and publication of a zine featuring local artists

Project Experience

Burndown Studios - Double Down   January 2025 - May 2025
Lead Artist/Character Artist & Animator
- Led a team of three artists and gave direction to maintain cohesive aesthetics
- Communicating between disciplines and implementing feedback to actualize the team's vision
- Oversaw art documentation and ran weekly meetings
- Filled the role of character artist, responsible for modeling, rigging, and animating characters

King's Chamber Unreal Engine Game Environment   January 2025 - April 2025
Solo Environment/Prop Art Project
- Creating a Lord of the Rings inspired modular room focused on realistic props and materials
- Modeling and texturing furniture and small props, including a high-fidelity sword prop
- Created a circular modular floor textured with a trim sheet made in Substance Designer

Winter Fortress Unreal Engine Game Environment   September 2024 - December 2024
Solo Environment Art Project
- Researched the aesthetics of medieval-era European castles and Russian wooden architecture
- Simplified a large-scale exterior environment into a versatile modular kit
- Created tileable PBR materials in Substance Designer
- Used blueprints to create a parallax ice shader and procedural snow cover shader
- Used ZBrush to sculpt organic rock formations

Skills

Hard Skills: HTML5 and CSS3, Adobe Suite, AutoDesk Maya, Substance 3D Painter and Designer, ZBrush, Blender, Houdini, Unreal Engine, Godot Engine, Traditional drawing techniques
Soft Skills: Self-motivated, Communication, Leadership, Collaboration, Attention to detail, Fast learning, Problem-Solving, Organization, Conflict Resolution, Diligent