

Logan Schwartz

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Education

- Bachelor of 3-D Graphics and Animation from CU Denver 05/2024
 - Thesis Film: Bathroom Stall Galactica
 - Summa Cum Laude, Dean's List
- Bachelor of Biology from CU Denver 08/2020
 - Minor in Mathematics
 - Magna Cum Laude, Dean's List

Work Experience

Entry BioCad Technician at 3D Systems

- Worked with designers in the Virtual Surgical Planning department to create documentation for cancer resection surgeries in Geomagic Freeform and InDesign. Created and compiled images of manufactured parts with 3D scans of patient anatomy.
- Used Freeform and Magics to create clear resin models of patient skull anatomy pre/post surgery.
- Utilized company pipeline management software to signal completion of reports and manufactured parts.

Teaching Assistant at LYNX National Arts & Media Camps at CU Denver

- Assisted highschoolers in the 3D Animation and Stop Motion Animation camps with understanding and using Maya, Arnold, physical cameras, and art supplies to create animations for the Lynx Camp showcases in July 2022, 2023, & 2024.
- Created custom rigs from student selected models using Advanced Skeleton and rendered student animations for returning or experienced students.

Bathroom Stall Galactica Thesis Film

- Created and organized pipeline for the film in Maya, Unreal Engine 5, Nuke Studio, and school file servers for team, and implemented teammate's work into Unreal Engine for rendering.
- Supervised teammate's Maya models and ZBrush sculpts, through providing critiques on model edge flow for surfacing and rig readiness, or retopology of assets for Unreal Engine optimization.
- Modeled, rigged, UVed, re-topologized, lit, and composited various assets and shots for film.
- Worked alongside classmates to storyboard and pitch thesis film to peers.

National Society of Leadership and Success

Founding Chapter President at University of Colorado Denver

- Established the CU Denver chapter by recruiting students and advertising the program to campus officials, then lead the chapter with national office oversight to reach 719 student members under my leadership.
- Collaborated and networked with students to build a team of officers to run this organization.
- Hosted and presented during events focused on leadership and personal development.

Volunteer Experience

Tailless Nature Documentary 03/2024

- Worked on an upcoming film directed by Daniel Dietrich as a camera shot animator, using Maya Live Link with Adobe After Effects to animate camera zooms over a provided map of Chile.
- Using provided graphics, animated different ecological safe zone labels for pumas in Chile in connection with an audio voice over.

Siggraph Student Volunteer 07/2024 – 08/2024

- Assisted the 2024 Denver conference of Siggraph in roles including pre-conference merchandise setup and engaging guests in the art gallery.

Software Proficiencies

Autodesk Maya, Unreal Engine 5, ZBrush, Adobe Substance Painter, Photoshop, After Effects, InDesign, Illustrator, Foundry Nuke, SpeedTree 9, and Terragen 4.