



LOGAN TANAKA

loganttanaka.com

(323) 633-0192

CG Generalist

logantakanaka@gmail.com

Summary

Creative and detail-oriented 3D artist with a comprehensive background in the digital arts, including hard surface modeling, textures, lighting, and animation. Versatile in a wide range of styles, techniques, and software programs. Self-motivated and hard-working individual accustomed to performing well under pressure and completing all projects within schedule. Looking for and is open to any interesting opportunities in 3D design.

Skills

- Autodesk Maya
- Cinema 4D
- Adobe Creative Suite
- Animation Pipeline Familiarity
- Story Development
- Organizational Skills
- Time Management
- Hits Deadlines
- Good Work Ethic
- People Skills

Experience

Brand New School | Los Angeles, CA
CG Generalist Intern
06/2022-09/2022

- Utilized 3D modeling, texture and mapping to create graphics and visual effects.
- Collaborated with directors, producers, and artists by editing visuals and listening to feedback.
- Built animations and models showing objects in motion.
- Attended project meetings to discuss 3D needs, deadlines and development timelines.
- Adapt to the needs of projects and pivot between roles and different projects.
- Maintained sharp organizational skills and followed 3D development timelines for project completion.

Starbucks | Monterey Park, CA
Shift Supervisor
07/2021-Current

- Provided individualized instruction to match personal strengths, background and learning style of each employee.
- Taught team members how to make latest drinks and correctly perform new procedures.
- Worked with new employees on procedures and policies, interacting with customers, cleaning areas and making orders.
- Supported highest standards of conduct and service to support company reputation.

Education and Training

Otis College of Art and Design | Los Angeles, CA
Bachelor of Arts in Animation
• 2019-2023- Dean's List