

Logan Ganshirt
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Career Objective:

Looking for full time or freelance opportunities as a concept artist, and Illustrator within an animation or toy company.

Qualifications:

I am a character designer, concept and storyboard artist and illustrator with a degree in sequential art built on a strong foundation of traditional art and storytelling skills. I am able to work with in set deadlines from concept to completion. With 10 years managerial experience I have strong communication skills both in a group and one on one environment. I am good with visual and mental problem solving.

Education:

- *Savannah College of Art and Design, BFA*, Sequential art, GA 2008
- *The Kubert School*, Sequential art and Animation classes, , Dover, NJ 2003-2004
- *Austin Community College*, Austin, TX, Liberal arts and general education courses, 1999-2001, 2D animation classes including character design, animation and flash animation, 2010-2011

Experience:

Torn Ideas, East Grand Forks, MN 2014

- Freelance concept artist/character designer
- Developed a mascot character for company representation
- Presented the character in 15 different emotions, poses and/or scenarios for use by the company
- Conceived and created multiple illustrations and designs based off of ideas presented by the client which were used as T shirt designs.
- Illustrated 10 book images incorporating previously conceived character as well as new characters.
- Conceived and designed a second character based of off clients description and feedback.
- Communicated with owner of the company to ensure consistency quality and consistency in character

Great Wolf resorts, Madison, WI 2014

- Freelance concept artist for an in production fully interactive game
- Developed 2D backgrounds to be used as reference in creating a 3D world
- Helped develop look and feel of the game through designing backgrounds and assets
- Communicated with art director and lead concept artist along with multiple other artists to assure continuity in game design.
- Maintained strong communication from home in Austin, TX to ensure the highest level of quality in finished product

Minnow Mountain, Austin, TX 2013

- Assistant animator on EARP the animated series
- Helped in development in the look and feel of the animation
- Provided character animation for series
- Developed backgrounds and props for series

Austin Art Boards, Austin, TX 2012

- 1 of 10 winners of the 2012 Austin Art Board Contest
- Completed digital illustration from concept to completion.

KickSave Comics, Danville, PA 2012

- Inked 18 pages of artists pencils to bring them to finished art
- Enhanced the visual story telling through use of inks

BW Films, Austin, TX 2011

- Illustrated storyboards for 9 commercial spots
- Communicated with 4 directors and 2 producers to achieve desired storyboards

Marble Rye Media, Brooklyn, NY 2009

- Conceptualized, designed, and finished in Photoshop movie poster/Tee shirt design
- Communicated directly with client to assure that finished products was exactly what they were looking for

Sish the Fish, Independently published children's book, Danville, PA 2008

- Communicate with writer/artist to visually enhance Children's book through the use of coloring in Photoshop

Skills:

- **Traditional:** Knowledge of drawing, figure drawing, Inking/ink wash and painting in various mediums. Strong conception and story telling skills.
- **Digital:** Mac/PC platforms, Flash both as an Illustration and animation tool, Photoshop, Illustrator

