David H. Logan

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Summary	Technical Animator with strong software development background. Experience with animating characters in Maya, Unity game development, Python scripting, and rigging.

Education

AnimationMentor.com (2009), Diploma in Advanced Character Animation Studies

Duke University (2003), B.S.E. in Electrical Engineering and Computer Science

Computer Skills

- Maya animation, rigging, and scripting (MEL and Python).
- Unity game development on Quest, PSVR2, PCVR, Android, and iOS.
- Shader development in Unity (Standard, URP, and HDRP pipelines).
- Proficiency in C, C++, Java, C#, Python, Visual Basic, and Matlab.
- Strong Windows OS Internals knowledge and DirectX experience.

Experience

2017-2024: **Stalwart Games**, Westlake Village, CA, Senior Technical Animator/Co-owner
Barbaria: (August 2020-Present): Technical Artist/Animator/Tools Engineer on two-person team that created and delivered Barbaria from Early Access on PCVR, to release on Quest and PSVR2. Unity feature development, performance optimization, Renderdoc analysis, LOD pipeline setup in Simplygon, shader development, character animation, rigging, and build tools.
VR R&D: (June 2017-July 2020): Art pipeline development, character rigging and animation, Unity tools development, shader development in URP and HDRP, performance profiling, and feature prototyping.

2013-2017: **Zindagi Games/Zynga Inc.**, Camarillo, CA, Technical Animator (Nov 2013 - Apr 2017): **Crazy Kitchen, Yummy Gummy, Dream Treats, Crazy Cake Swap:** Character animation, Unity integration, C# scripting, and feature development for mobile puzzle games.

2013: **CounterPunch Studios**, Los Angeles, CA, Animator
Thief (Aug 2013-Sept 2013): Video game facial animation in 3dsMax
Killzone Shadow Fall (Apr 2013-June 2013): Facial animation in Maya.

2010-2012: **PiXABLE Studios GmbH & Co. KG**, Remote, Character Animator
Blackguards (Jan 2012 – Nov 2012): Video game animation in Softimage/XSI
Risen2 (August 2010 - May 2011): Video game creature animation in Maya.

2009-2010: **Easley Dunn Games**, Remote, CG Character Animator Intern (Sept 2009-July 2010): Rigged and animated 3D characters in Maya for use in video games.

2004-2007: **Microsoft Corporation,** Redmond, WA, Software Design Engineer in Test: Developed test plans and software tools for API and feature level testing.

Xbox Console Team (January 2006-December 2007): Developed and implemented overall graphics test plan for Project Helium encompassing low level graphics driver testing, video playback, and codec support. Responsible for audio/video codec testing for Xbox Live Video Marketplace launch.

Windows Serviceability (March 2004-December 2005): Owned DirectX testing in Windows Serviceability. Developed and maintained API test tools to ensure high release quality in bimonthly Windows security updates.

Awards

- Barbaria - Finalist for VR Game of the Year at 2023 AIXR VR Awards.
- Duke University: Film and Video Department Animation Award for work on a 20-minute, hand drawn, inked, and painted cel animation based on "Blazing Sea Nuggets," a five-day-a-week comic strip for the *Duke Chronicle* (2000-2002).