

CHRIS LOGE

ILLUSTRATION • PAINTING • DESIGN

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2051 COLLEGE ST

JACKSONVILLE FL 32204

EDUCATION

Savannah College of Art and Design

BFA - Illustration, 2011

3.9 GPA, summa cum laude

PROFESSIONAL/TECHNICAL SKILLS

Adobe Photoshop, Illustrator, InDesign - in both Mac and Windows environment

Corel Painter IX-XI

Microsoft Office Suite (Word, PowerPoint, Excel, etc)

LibreOffice, Airtable, VPersonalize

Experience in designing for print - apparel, stickers, labels, patches, records/cds, book covers

Experience in designing for screen - web banners, buttons, icons, crowdfunding campaigns

Video game/multimedia development - concept art, UI design, character and world creation

Knowledge in ink sublimation printing and CMYK color-correction process

Involved in annual client-driven and highly time-sensitive projects

Planning and executing Corporate Logo/Asset Rebranding campaigns

Large format/set design/mural experience

Sprite and pixel animation - UI, fx, character and environment animation

Background in both digital and traditional media

WORK EXPERIENCE

2016-current Senior Designer, Primal Wear - Denver CO

2015 Game Asset Artist, Tempest Tome - Denver CO

2015 Artist and Animator, Zero Day Games - New York City NY

2014 Album Artist, To The Head Records - Grand Junction CO

2014 Artist Intern, Serenity Forge - Boulder CO

EXHIBITIONS/ORGANIZATIONS

2016-2022 SHiFT art show, Primal Wear - Denver CO

2019 "Corpus Silvis" solo exhibition, 701 Gallery - Denver CO

2018 LA Art Show, 701 Gallery - Las Angeles CA

2017 "Monster Mayhem" duo exhibition, 701 Gallery - Denver CO

2015 Gamera Vs. Zine-Ra art book - London UK

2013 "About: Dreams" collab art show - Savannah GA