



LOGAN KEHOE POWER

PROFILE

Dedicated Character Artist,

with extensive knowledge in anatomy, shape language and costume design. Bringing high standards that include having game ready poly counts, clean topology for rigging and highly detailed textures/shaders. Experienced with receiving strong feedback from directors, art leads and supervisors in the goal of creating the best work possible.

Skills

- Autodesk Maya
- Zbrush
- Unreal Engine
- Substance Painter
- Marvelous Designer
- Marmoset Toolbag

EMPLOYMENT HISTORY

Virtual Art Dept Lead at Halon Entertainment, Santa Monica / Remote

October 2021 – Present

Leading teams on finals commercials for games like Kerbal Space Program 2, Tiny Tinas wonderlands and previs/postvis projects, my role focused on modeling high res characters, managing all assets for shots, making environments, props and vehicles

Character Artist at Halon Entertainment, Santa Monica / Remote

September 2020 – October 2021

Modeling and texturing Characters for pre-production on blockbuster films (Pinocchio, Red notice, Aquaman 2, Planet of the Apes) Expanded my skills into all areas of the pipeline, Niagara fx, Ndisplay, lighting and rendering to help meet production deadlines.

Character Artist (Freelance) at Jim Henson's Creature Shop, Remote

August 2020 – October 2020

Created 3D character concepts using Zbrush and Keyshot, for a Netflix show pitch.

Character Sculpture Artist (Freelance) at 5 HT Design Group, Remote

February 2021 – April 2021

Sculpted ancient roman statues to be CNC printed in italy

Character Artist at Aaron Sims Creative, Burbank

February 2020 – September 2020

Character artist on wargaming vertical slice. Helped develop a virtual production pipeline for realistic real time characters. Textured a number of characters, creatures and did look dev in Unreal Engine

EDUCATION

Bachelor of Fine Arts, Gnomon School of Visual Effect + Games, Hollywood

April 2016 – September 2019

LINKS

[Website](#) [Artstation](#) [LinkedIn](#)