

Logan Sicilia

PRODUCT DESIGNER

www.logansicilia.com

PROFILE

My point of view, and a few thoughts on design:

I care about the small details and consider the motion design of affordances to be crucial in creating effective, intuitive interfaces. I love exploring how visual design can inspire curiosity and connection, whether through interactive prototypes or immersive event experiences.

I love playing games. User Interfaces are something I interact with on an almost daily basis. I have many, *many* opinions when it comes to design optimizations.

SKILLS

I have experience collaborating with teams to brainstorm and whiteboard concepts. I can create wireframes at varying levels of fidelity to prototype ideas.

I also have experience in leading small teams towards a refined design in accordance with brand guidelines.

Software that I'm familiar with:

- Figma
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe After Effects
- Adobe Premiere
- Adobe Substance Painter
- Autodesk Maya
- Autodesk 3DS MAX

- * I have worked with many different programs and tools. To prevent this list from going on forever, I've shortened it to the ones that I have the most experience with and the ones that I enjoy using the most.

If you have any other programs that you use in your workflow, I'm eager to learn them and expand my toolkit.

WORK EXPERIENCE

White Light Photo & Video Product/Graphic Designer

September 2023 - Present

Created immersive branded environments under tight timelines. This included developing designs that would be used on 3D models and renders to help visualize installations for client approval.

Tools: Illustrator / Photoshop / Autodesk Maya

Freelance

July 2020 - Present

Product Design, Graphic Design, Motion Design, Prototyping

Provided branding and promotional materials for various nonprofit organizations that emphasize creating a connection with the audience. This included providing them with posters, logos, and pieces that could be used on social media.

Tools: Illustrator / Photoshop / Autodesk Maya / Figma / After Effects / Premiere

Five Towns College

September 2021 - May 2023

Social Media Content Creator

Created a mini-series for Five Towns College Instagram account to showcase the Interactive Media Arts program. This was accomplished by creating entertaining lessons that showed what could be learned from the courses. Web traffic for the Interactive Media Arts program increased after the introduction of these edutainment videos.

Tools: Illustrator / Photoshop / Autodesk Maya / 3DS MAX / After Effects / Premiere

Five Towns College

September 2021 - May 2023

Teacher's Assistant & Tutor

Assisted students with their design, animation, and editing projects. Students were taught efficient ways to use the programs and reinforce the basic design principles. Most students' grades would improve by as much as two whole letter grades after coming for help.

Education & Awards

Five Towns College

September 2019 - May 2023

Bachelor of Fine Arts | Interactive Computer Graphics

Summa Cum Laude | Phi Sigma Eta Honors Society | 3.91 GPA