



**Logan Austeja Daniel**

email: [logan@austeja.com](mailto:logan@austeja.com)  
phone: 1 (510) 684-4751  
<http://www.austeja.com>

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Resume

**VIZ Media**, <http://www.viz.com>, 2011-Present

**Associate Producer**

Production management of popular anime titles for U.S. DVD distribution.

Working with several departments and talents, bringing together the editorial, graphics, audio, and video elements into a timely and effective product, while satisfying the marketing, budgeting and international licensing requirements.

Current titles include: Kekkaishi, Naruto Shippuden, Bleach.

**Science Tarot**, <http://www.sciencetarot.com>, 2009-2010

**Lead Producer**

Created content with and directed several artists to produce accurate science-based content, web/print publish and promote the deck, culminating with a launch party event at CA Academy of Sciences NightLife and successful international independent sales distribution. Responsible for QC of all content on web and in print, and primary liaison between printers, promoters and artists.

Review of project and event in NewScientist online.

*Recommendations: "Logan's creativity, intelligence, integrity, people skills and wide range of interests make her an excellent candidate for any position calling for creative innovation and/or technical organization ... Not only is Logan extremely detail oriented and thorough, but she also knows how to efficiently manage multiple tasks/people while maintaining an upbeat and fun creative environment."*

**SWA Group Landscape Architects**, <http://www.swagroup.com>, Between 2006-2008

**Private Contractor and Landscape Architect**

Interactivity design and visual communications of technical subjects primarily for print and 3D rendering. Developed user interface improvements for internal SWA Plant Database. Project list and portfolio samples available online.

*Recommendations: "Logan is an inquisitive designer; one who solves creative, abstract and everyday 'problems' conscientiously and uniquely. She is generous with lending a hand or ear, mature in setting expectations and reaching deadlines and all while pushing her own limits in pursuit of fantastical explorations."*

**Golden Associates Landscape Architects**, <http://www.goldenlandarch.com>, 2005-2006

**Junior Designer**

Project manager, interactivity design, and visual communications of technical subjects. Project list and portfolio samples available online.

**LeapFrog Enterprises**, <http://www.leapfrog.com>, 2000-2004

**Interactivity Engineer and Archivist**

Joined LeapFrog as a programmer, implementing and documenting their proprietary scripting language for online and toy formats. Invented a vocabulary which Producers and Programmers used to communicate effectively about the scripting's abilities and restrictions for game design.

As the company grew from a start-up into a large establishment, identified the need for and established an Archival Library system to capture game design for innovations and to secure intellectual property.

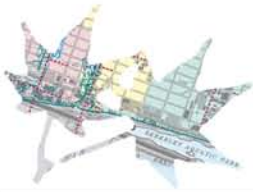
*Recommendations: "Her innate ability to grok technology brought her to the forefront of designing and implementing new game patterns used throughout all of our leading products. All the while, Logan was able to heartily maintain a great sense of humor and approached tough problems with both grace and professionalism."*

**Great Wave Software**, <http://www.kidsdomain.com/reviews/kdr/prairieexplorer.html>, 1998-2000

**Audio Director and Lead Sound Designer**

Responsible for all audio, creating an educational and entertaining game environment. Nature field recording, voice over, music and sound effects. Notable CD-Rom titles include PRAIRIE EXPLORER: BIOMES OF NORTH AMERICA (Eddie Award Winner) and REDWOODS EXPLORER: BIOMES OF NORTH AMERICA.

*Recommendations: "Logan was resourceful, exacting, and inventive--working within limitations of budget, compression, and delivery. If it can be imagined, Logan can make it happen."*



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**Bio** My aim, in endeavors both personal and professional, is to work with others on developing creations that combine art and science into an ecological, educational, and inspirational space for exploration.

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### Talents

#### Management

Highly organized with relentless attention to detail  
Experienced project leader, budget and writing skills, creative problem solution capabilities  
Creates understanding between and communicates well with engineers, scientists and artists  
Critical Path, schedule savvy, can effectively wrangle a project from inception to completion  
Excellent ability to identify future needs and implement their solution strategy  
Self-motivated though prefers working with teams, and enjoys learning on the job

#### Technology

Fluency with Mac and PC, proficient with Word, Excel, any office software  
Adobe Creative Suite, AutoCAD, quick to learn proprietary software  
Broad college education in Biology, Chemistry and Physics, with career focus on science communication  
Experienced web producer, HTML, some CSS, XML, comfortable learning new scripts  
Drupal, basic database creation experience and usability maintenance  
Experienced in web, print, as well as proprietary toy product formats  
University trained in basic video and disc formats  
ProTools, most audio software, ten years of creating interactive audio

#### Design

Experienced art installation manager and producer  
Strong visual, written and verbal presentation skills  
Experienced in creating presentation graphics, layouts and giving presentations  
Engaging user interface, with a technical understanding to back up design choices  
Basic hand rendering and hand drafting skills, in addition to digital rendering  
Trained in horticulture and landscape design, as well as audio field recording and music composition

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### Education

University of California Extension, Berkeley, Attended 2004-08  
Design Certificate Program in Landscape Architecture, 4.0 GPA

*Recommendations: "Logan has an exquisite mind and wonderful work ethics. She is a professional in the best sense of the word ... [our class team project] requires great cooperation, intensive communication, both in an electronic form and also in person. Logan excelled in this venue."*

University of California, Santa Cruz, Graduated 1997

B.A. in Music, with a background in Physics

With creation in 1996 of audio assets for two CD-Rom titles for educational distribution

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### Associations

#### Headlands Center for the Arts

Open to the Elements: A week-long residency intensive with Observatorium, June 2011  
Group residency to envision designs for the rehabilitation and re-purposing of Fort Barry's historic army gymnasium, through a collaborative creative process and culminating in a public symposium.

Phoebe A. Hearst Museum of Anthropology (PAHMA), January - May 2009

Volunteer web-database assistant for museum's audio assets, XML scripting, asset organization.

Created online story of a traditional Pomo tale while walking through the PAHMA collection.

Contribution viewable at <http://pahma-dev.berkeley.edu/delphi/set/216>

San Francisco Botanical Garden, June - October 2010

Volunteer with GIS garden mapping project as part of The Alliance for Public Gardens GIS

Rana Creek Restoration and the California Academy of Sciences, Summer 2004

Internship creating online documentation of plant progress for museum's new the green roof

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