



# LOGAN CUDDEMI

MOTION GRAPHICS  
DESIGNER

Boston, MA



graphics@logancuddemi.com

Massachusetts College of  
Art and Design  
BFA Film/Video 2019

## PROFICIENCIES



imdb.me/logancuddemi  
logancuddemi.com

## Experience

### Laylow Pictures Motion Designer

*Oct. 2023 - Present*

Independently managed the design and production of all graphics for an upcoming, four episode Netflix docuseries. Provided initial development through final look deck and delivery of each episode's GFX. Restored visual integrity of heavy archival document graphics.

Executed work on several other upcoming projects building titles, end credits, and providing cohesive look enhancements.

### Design Syndicate Motion Designer

*Feb. 2022 - Nov. 2023*

Worked with a team of designers on over 20 shows and features for client networks such as HBO, Netflix, Hulu, Apple TV+, Disney+, Prime Video, Showtime, FX, and others. Lead artist on Louis Armstrong's Black & Blues (Apple TV+), Children of the Underground (FX), Murder in Big Horn (Showtime).

Designed, developed, and produced visually impactful graphics to support directorial vision under strict production deadlines. Implemented secondary skills on dozens of projects that included live action footage, composites, and VFX elements.

Consulted with networks and directors to gain in-depth understanding of their needs prior and during project initiation. Worked continually to manage protocol, scope, and project milestones. Managed the status of thousands of graphics from conception to delivery.

Supplied supporting graphics such as opening sequences, main titles, lower third kits, typography, logo bumpers, look decks, project templates, and end credits.

### Darwin AI Motion Graphics

*Feb. 2022 - May 2022*

Built branded content for social media and short form advertising through freelance, project based work. Incorporated brand assets into eye-catching motion graphic animations. Followed established brand rules while incorporating creative instrumentation.

### Examity Motion Graphics

*Feb. 2020 - Mar. 2023*

Produced brand authentic, motion graphic software instructional videos and conference demos. Assisted in development of evolving brand trends and showcasing technical innovations of company proprietary software.