

Logan Buchanan

I make games & other things

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profile

I'm a game designer with a background in Interactive Media and User Experience Design. I have 4 years of professional game design experience in mobile & PC games, and I'm looking to take on ambitious projects with teams I feel connected to. I take a holistic approach to game design and I voraciously seek out new design methods and practices. I hope to collaborate with all disciplines of development to make truly great games I'm proud of.

work experience

System Designer: Beamdog Inc.

[Mythforce](#) | [Unreal 4](#) | [gameplay & meta systems](#)

- Lead the design of in-game character and level progression systems including stat scaling, perks, loot, and randomized 'shrines'
- Designed all core meta-game progression systems including talent trees, currencies, and selectable game-changing 'Artifacts'
- Expanded design work into Abilities and Characters during early access Live Service updates

July 2021 - present

RPG Designer: Kabam Inc.

[Marvel Realm of Champions](#) | [Unity3D](#) | [gear & quest design](#)

- Designed 100+ unique gameplay passives spread across 20+ gear sets that provided unique gameplay adjustments to all champions in-game.
- Lead the design of a story event mode called World Quests
- Worked closely with a team of gameplay, content, and rpg designers to help concept and tune champion loadouts and abilities

August 2019 - July 2021

Game Designer: Nexus Media

[Paragon Kingdom: Arena](#) | [Unity3D](#) | [hero design](#) | [balancing](#)

- Balanced a mobile MOBA with 14 heroes through internal testing and statistical analysis
- Designed and helped implement a PvP map for 4v4 mobile play
- Designed several characters from concept to implementation and balancing

May 2018 - July 2019

skills

code

C#

javascript

html / css

lua

php

software

unity

illustrator

photoshop

excel

jira

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academic projects

Game Design/Development: The Furrow

January 2018 - April 2018

team of 3 | game designer & developer | Unity3D | 4 Months

- Designed and implemented a tactical turn based rogue-like from the ground up
- Built and tested several key gameplay ideas through paper and digital prototypes
- Took the lead in systems and ability design to create a tense and engaging experience for the player

education

Simon Fraser University: Interactive Arts & Technology

September 2014 - April 2019

bachelor of science | Grad. April 2019 | 3.7 GPA

2015, 2017, 2018 Open Scholarship for Academic Achievement

interests

I mainly split my time between biking, music, and running tabletop roleplaying games. I use biking as a tool to get some alone time, while my music and RPG habits allow me to have regular time with my friends, as well as a strong creative outlet. I'm always looking for new ways to share these interests with others, and I'll probably ramble for far too long about any one of them, so I think I'll just stop here.

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