

# Logan Buchanan

I make games & other things

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## profile

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I'm a game designer with a background in Interactive Media and User Experience Design. I have 3 years of professional game design experience in mobile games, and I'm looking to expand my design experience beyond the handheld screen into larger, more ambitious projects. 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

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### **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

### **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

### **Front-End Developer Intern:** Beedie School of Business

[marketing team](#) | [html/css](#) | [php](#) | [javascript](#)

- Transitioned the entire site from an outdated CMS to the modern Craft CMS
- Developed and implemented several components that are used throughout the site including: galleries, carousels, and web forms
- Expanded and refined the site's existing web pages through updates and detailed code reviews

## skills

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### code

C#

javascript

html / css

lua

php

### software

unity

illustrator

photoshop

excel

jira

August 2019 - Present

May 2018 - July 2019

May - December 2017

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## academic projects

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### **Game Design/Development:** The Furrow

[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

January 2018 - April 2018

## personal projects

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### **Web Development:** Isle of Vodya: Campaign Companion

[solo](#) | [designer/programmer/dm](#) | [html/css/javascript](#)

[www.IsleofVodya.com](http://www.IsleofVodya.com)

May - August 2017

### **Game Design/Development:** Monster Sad!

[solo](#) | [lead designer/programmer](#) | [lua](#)

[www.LoganBuchanan.com/monster-sad/](http://www.LoganBuchanan.com/monster-sad/)

August 21st - 24th 2015

## education

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### **Simon Fraser University:** Interactive Arts & Technology

[bachelor of science](#) | [Grad. April 2019](#) | [3.7 GPA](#)

- 2015, 2017, 2018 Open Scholarship for Academic Achievement

September 2014 - April 2019

## interests

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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.