

Logan Buchanan

UX, web, and game design

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profile

I'm a 4th year student at SFU's Interactive Arts & Technology program, with a concentration in Interactive Systems. What I'm trying to do with this degree is find a balance between my love of interactive experiences (games, apps, websites) and the people in my life. I'm tired of compartmentalizing these two aspects of my life. My aim is to blend those together, and work on things that help me spend time with others in new and novel ways.

work experience

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- Transitioned the entire site from an outdated CMS to the modern Craft CMS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

May - Present 2017

Front-End Developer Intern: Safe Software

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

- Fully implemented numerous web pages and interfaces which returned lower user bounce rates and higher user engagement
- Redesigned customer feedback forms which eliminated all false positive results from the survey
- Transferred in-app tutorials to web based alternatives which allowed users to have more choice in how they used the product

May - August 2016

academic projects

Software Design/Development: Trowl for Android

team of 3 | [lead developer](#) | [java](#) | [four weeks](#)

- Built from the ground up an android app that allowed users to track their gardens growth and set reminders for each individual plant
- Developed in android studio which resulted in an app that was compatible in almost every major version of android in use today
- Received a perfect grade due to the excellent execution and presentation of the finalized app

March 2016

skills

code

java

javascript

html / css

C#

php

software

photoshop

illustrator

sketchup

android studio

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academic projects

Software Design/Development: Synaesthetic Canvas

December 2015

team of 2 | lead developer | java | six weeks

- Learned to work with video and audio input within Java which created a unique experience that integrated motion, sound, and colour
- Displayed the project at a three hour art show as well as a showcase of projects at the end of the year
- Wrote and copy-edited all descriptive and promotional materials which allowed users to easily jump into the experience

personal projects

Web Development: Isle of Vodya: Campaign Companion

May - August 2017

solo | designer/programmer/dm | html/css/javascript

- www.IsleofVodya.com

Game Design/Development: Monster Sad!

August 21st - 24th 2015

solo | lead designer/programmer | lua

- www.loganbuchanan.com/monster-sad/

education

Simon Fraser University: Interactive Arts & Technology

September 2014 - Present

bachelor of science | 4th year | 3.6 GPA

- 2015 & 2017 Open Scholarship for Academic Achievement

interests

I mainly split my time between biking, music, and running tabletop roleplaying games (RPGs). 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.