Logan Buchanan

I make games & other things

I'm a **Game & Systems Designer** with 8 years of experience in the industry who has worked across genres and from indie to AAA. I'm looking to join the next project that I can fall in love with, and build a great game I'm proud of.

Contact
iamloganbuchanan@gmail.com
604 786 5766
www.LoganBuchanan.com

EXPERIENCE

skate. – Full Circle — *Senior Game Designer*

October 2022 - PRESENT

Owned multiple features from concept to ship including core scoring for all mode types, the challenge system that supported ~150 challenges at launch, as well as seasonal live content like the co-op mode 'Own The Lot'.

Mythforce – Beamdog — *System Designer*

July 2021 - October 2022

Led the design of in-game character and level progression systems including stat scaling, perks, loot, and randomized 'shrines'. Also owned most meta-progression systems like talent trees and selectable 'Artifacts'.

Marvel Realm of Champions – Kabam — *RPG Designer*

August 2019 - July 2021

Designed 100+ unique gameplay passives spread across 20+ gear sets that provided unique gameplay adjustments to all champions in-game. Also designed and owned the core live story content mode 'World Quests'.

Paragon Kingdom: Arena – Nexus Media— *Game Designer*

May 2018 - July 2019

Balanced a mobile MOBA with 14 heroes through internal testing and data analysis. Additionally, I designed several characters from concept to implementation and balancing.

EDUCATION

Simon Fraser University — *Interactive Arts & Technology*

September 2014 - April 2019

BSc focused around game development and general design (incl: Architectural, product, web, and experience design)

SKILLS & SOFTWARE

Unity – Around 4 years professional experience, and my engine of choice for personal projects

Unreal – Around 2 years professional experience

C# – Scripting language I'm most familiar with, but have worked in **Lua** and **Javascript** as well

Git & Perforce – Both used throughout my career

JIRA – A necessary evil

INTERESTS

TTRPGs – Currently running Mythic Bastionland

Biking – Mainly road biking in the mountains around North Vancouver

Fighting Games – Primarily Street Fighter 6 at the moment

Web Dev – Check out my portfolio site!

Being a Hipster – I try really hard to not be insufferable