

# Logan Buchanan

I make games & other things

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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

### Game Designer: Nexus Media

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

- Balanced a mobile MOBA with 12 characters through internal testing and statistical analysis
- Designed and helped implement a PvP map for 4v4 mobile play
- Designed several characters from an ability/attribute perspective

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- Transitioned the entire site from an outdated CMS to the modern Craft CMS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

### 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

## skills

### code

java

javascript

html / css

C#

php

### software

photoshop

illustrator

sketchup

excel

Unity

May 2018 - Present

May - December 2017

May - August 2016

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## academic projects

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

January 2018 - Present

[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

## personal projects

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

May - August 2017

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

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

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

August 21st - 24th 2015

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

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

## education

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

September 2014 - Present

[bachelor of science](#) | [Grad. April 2018](#) | [3.7 GPA](#)

- 2015, 2017, 2018 Open Scholarship for Academic Achievement

## interests

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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.