

Logan James Baysinger

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I'm currently a double major in Computer Science (B.S.) and Digital Media with a focus on Game Design (B.A.) at UCF. As part of my work study, I assist Walkabout the Galaxy Podcast by editing videos and photos to enhance their social media presence. I have a passion for video games and coding, with a slight interest in video editing. I also work on personal projects in my spare time, which help me further develop my creative and technical skills.

Education:

- **University of Central Florida:**
 - **Computer Science – B.S.** (*Pending – Expected Fall 2026*)
 - Software Engineering
 - **Digital Media – B.A., Game Track** (*Pending – Expected Fall 2026*)
 - **Game Production Project – ThermoFlux:** Took a leadership role in the development of *ThermoFlux*, a puzzle game created in UCF's Game Production course in Unity. The game centers around creative use of fire and ice spell mechanics to solve puzzles and repair machines in a magical factory.
[ThermoFlux \(Itch.IO page\)](#) - **Experience the game created by our team.**
- **Seminole State College:**
 - Associate in Arts (A.A) – General Education, [Spring 2021]

Work Experience:

- **Administrator – Dragon Block Zero S (Volunteer)** (*June 2021 – Present*): Leading content creation, anti-cheat implementation, conducted data collection & analysis, and monitoring moderation and punishments such as bans. Write JavaScript code and story scripts, including dialogues and overall story arcs. Design and balance bosses while managing teams to create assets such as "Builds" (level design) and "Skins" (renders for in-game models). Ensure a fair and engaging community through the development of content, enforcement of server rules, and anti-cheat measures.
[Dragon Block Zero S Technic Launcher \(Download\)](#) - Experience the game created by our team.
Note: A Minecraft account is required to play.
Reference: Alan Ramirez - aeduardo074@gmail.com
- **Work Study – Walkabout the Galaxy** (*January 2022 – Present*): Edit videos and design visuals to support social media outreach on platforms such as YouTube, Instagram, and (upcoming) TikTok. Utilize Adobe Premiere Pro for video editing and Adobe Photoshop for graphic design. Contribute to website updates in their website builder platform.
Reference: Joshua Colwell (Creator) – josh@ucf.edu
- **H.S. Internship – The Carousel Emporium** (*June 2019 – August 2019*): Assisted with listing items for online sale by photographing, uploading, and writing product descriptions. Researched incoming items to help determine accurate pricing based on market trends and historical value.
Reference: Meloni E. Turk (Co-Owner) – 407-694-2335

Skills:

Experienced Computer Scientist student skilled with Java, Javascript/Typescript, C#, C++, Python. With experience in Full Stack web-development using features such as NodeJS, React, MongoDB, and other SQL/NOSQL Databases. Additionally, I am experienced with Game Engines such as Unity and Unreal Engine. With some experience in game production and anti-cheat enforcement.