Logan James Baysinger

386-748-6205 ∘ loganbaysinger@gmail.com ∘ 416 Longwood Circle

Detail oriented full-time Computer Science student with hands-on experience in multiple databases, programming languages, web development and game development - seeking a part-time position in a related technical field to apply and expand my skills. I am completing a double major in Computer Science (B.S.) and Digital Media with a focus on Game Design (B.A.) at UCF. During my work study, I assisted UCF sponsored *Walkabout the Galaxy* Podcasts by editing videos and photos to enhance their social media presence. I am experienced with Game Engines such as Unity and Unreal Engine and have performed game production and anti-cheat enforcement as well as data analysis roles.

Portfolio Website: loganbaysinger.us

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*)
    - **Forward Slash Studios – ThermoFlux** (March 2025 – May 2025): Performed 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:

- **Work Study – Walkabout the Galaxy (Hosted by UCF)** (*January 2022 – August 2025)*: Edit videos and design visuals to support social media outreach on platforms such as YouTube, Instagram, and 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
- **Administrator – Dragon Block Zero S (Volunteer)** (*June 2021 – Present)*: Write JavaScript code and story scripts, including dialogues and overall story arcs**.** Lead content creation, anti-cheat implementation, data collection & analysis; and, monitor moderation and punishments such as bans to ensure a fair and engaging experience
  Dragon Block Zero S Technic Launcher (Download) - Experience the game created by our team.
  Reference: Alan Ramirez - aeduardo074@gmail.com
- **H.S. Internship – The Carousel Emporium** (*June 2019 – August 2019)*: Assisted with listing items for online sale by photographing, uploading, and writing product descriptions.
  Reference: Meloni E. Turk (Co-Owner) – 407-694-2335

Skills:

- C++
- C#
- C
- JavaScript
- Java
- Python
- HTML 5
- Unreal Engine
- Unity
- React
- Tailwind CSS
- Vite
- Node JS
- SQL
- MongoDB
- GitHub
- Visual Studio Code
- UI/UX Design