

GRAHAM LOGAN

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EXPERIENCE

Senior UX/UI Producer for Lego Fortnite, Epic Games, Carnation WA (Remote) | April 2024 – November 2025

- Sole producer for UXUI on Lego Fortnite Odyssey (survival/crafting), Brick Life (life sim), and Expeditions (classes and combat).
- Joined Odyssey prior to the Expert Mode, Lost Isles, and Storm Chasers updates. These added permadeath, fast travel, map zoom/pan, user generated text, and a total crafting rework. Worked on Brick Life and Expeditions from conception to ship.
- Works with game design and production leadership daily to distil abstract direction into actionable UXUI tasks.
- Builds task timelines and collaborates with implementers to ensure that they are bought in and equipped to do the work.
- Success manager for Frima Studio, or mobile development partner. Creates statements of work for yearly contracts.

Technical PM for Forza Motorsport and ForzaTech, Turn 10 Studios, Redmond WA | July 2022 – April 2024

- Shipped Forza Motorsport on Xbox and PC, which received an 84 Metacritic score and best Sports / Racing Game of the Year.
- PM for the Systems team. Our tech managed game state, networking, CPU scheduling, texture streaming, and more. Rebuilt profile management and implemented DirectStorage for Motorsport. In general, I created clarity about how low-level features affect the game in player-facing terms, so gameplay and art teams could build with an understanding of their foundation.
- PM for the Build Quality team. We directed test automation and reflected the state of the build to the rest of the studio.

Design PM for Minecraft, Randstad Contract with Mojang Studios, Redmond WA | May 2021 – July 2022

- Program manager on the design team for Minecraft's Creator Platform. Responsible for running projects that create direction and excitement for the teams that build Minecraft's tools, commands, APIs, and core systems.
- Projects include managing Mojang's relationship and backlog with Blockbench (community-made modeling and animation tool), pitching modding in Bedrock, surveying Minecraft Partners for features, and running team reviews for 150+ devs.

Producer for the Identity Platform, Epic Games, Bellevue WA | May 2019 – May 2021

- Producer of Epic's 15+ person identity team. Owned services and clients that powered account use and management.
- Partner for account integrations such as YouTube account linking for drops during the Fortnite World Cup, partnering with Intel to deliver entitlements after a processor purchase, or bridging Quixel accounts with Epic accounts after their acquisition.
- Major projects include COPPA compliance, YouTube stream drops, SMS two-factor authentication, required email verification, Steam and Apple sign in, brand verification of apps on Epic Account Services, and account merge for Rocket League free-to-play.

Associate PM for Battle.net, Heroes of the Storm, Blizzard Entertainment, Irvine CA | February 2016 – April 2019

- Member of Battle.net's ecommerce platform team, specializing in purchasing, entitlements, and account data.
- Drove a strike team to rebuild Heroes of the Storm's authentication systems so it could transition from active development.
- Major projects include bringing subscriptions to Battle.net, migrating millions of WoW players to platform subscriptions, rebuilding product bundles, standardizing purchase requirements, managing GDPR compliance for commerce data.

PM Intern for Xbox Live and Windows Developer Platform, Microsoft, Redmond WA | Summers 2014, 2015

- Built an interactive broadcasting prototype game for Xbox Live, and a proof of concept for new audio controls in XAML.

Computer Science Tutor and TA, University of Florida, Gainesville FL | August 2013 - December 2015

- Tutor for undergraduate computer science classes and TA for Java courses. Delivered weekly lectures and lab assignments.

EDUCATION

University of Florida, Gainesville FL - BS in Computer Science Engineering, Minor in Communications, Magna Cum Laude - 2015

PRODUCT, PRODUCTION, AND TECHNICAL SKILLSET

Scrum product owner • Task management with JIRA and ADO • Game performance and stability testing • BVT automation • PowerBI report development • Managing multiple customers for shared resources • Functional spec writing • Relationship management • Vendor management • Java web services • Fluent in Java programming • Knowledgeable of C++ and C# programming

INTERESTS - MMOs, RTS, JRPGs, Dota 2, Magic: the Gathering, disc golf, skiing, games industry trends, creator ecosystems