

Logan Moseley

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Academics

Rensselaer Polytechnic Institute, Troy, NY

May 2009

BS in Computer Science, with minors in Game Studies and Japanese

Experience

Independent Development

iPhone application, “*Sundials*”. Launched *Fall 2009*, this application artfully recreates garden style sundials for telling time.

Website redesign, www.apartment-assoc.com. Scheduled to launch *April 2010*, this is a redesign and restructuring of the apartment association's website. Will soon expand the site.

Quality Assurance, Blizzard Entertainment, Irvine, CA

Summer 2006; June 2009 - Present

QA Analyst I - Testing for proprietary applications. I also did extensive testing of the World of Warcraft expansions *The Burning Crusade* and *Wrath of the Lich King*. Responsibilities include reporting new and reviewing corrected bugs.

Game Development I and II, RPI, Troy, NY

Fall 2007 - Spring 2009

Game Programmer – All games developed in teams of 5-7. Short development time projects done in 2D with Pygame (Fall 2007). Semester-long games created with XNA (Spring 2008) and the Unity editor (Spring 2009).

Quality Assurance, Atlus USA, Irvine, CA

Summer 2008

Game Tester - Extensive testing of various Atlus games: reporting new bugs and reviewing corrected bugs.

Art Director for the *Trident*, my high school's magazine

September 2004 - June 2005

Designed and created magazine covers. Kept the team's computers in working order.

Skills

Computers: C, Objective C, C++, C#, Unity Javascript, Python, Pygame, XNA.

Interests: Tennis, rock-climbing, and small-boat sailing.

Moderate Japanese (2005-2008)