Logan Moseley

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Experience

Software Engineer   OMGPOP (acquired by Zynga)

Built 2D iOS games in small teams, including various Cocos2d prototypes – top-down shooter, tower defense, economic, that sort of thing—as well as Draw Something.

Developed on the Draw Something 2 iOS client's UIKit half. Implemented core visual components, including the feed, menus, and overlays, as well as the achievement system. (2011—2013)

Co-Founder & Developer   CalamitySoft

Published four music education apps and a voice-controlled platformer game. Designed, implemented, tested, debugged, and published our iOS software. Responsibilities included the business and legal sides of CalamitySoft. (2010—2011)

Quality Assurance Analyst   Blizzard Entertainment

Tested proprietary applications. Also tested World of Warcraft expansions *The Burning Crusade* and *Wrath of the Lich King,* as well as *StarCraft II.* Responsibilities included reporting new and reviewing corrected bugs. (Summer 2006; 2009—2010)

Game Programmer   Game Development I and II, RPI

All games developed in teams of 5-7. Short development time projects done in 2D with Pygame. Semester-long games created with XNA and Unity3D. (Fall 2007—Spring 2009)

Game Tester   Quality Assurance, Atlus USA

Extensive testing of various Atlus games: reported new bugs and reviewed corrected bugs. (Summer 2008)

Education

Rensselaer Polytechnic Institute   Troy, NY

Bachelor of Science, Computer Science

Minors in Game Studies and Japanese

Notable Coursework: Data Structures and Algorithms, Operating Systems, Software Design and Documentation, Game Development I & II

Graduated May 2009

Skills

Three and a half years experience with Apple's iOS Dev Program and app publishing

Proficient in Objective C, Mercurial, Cocos2D, Git, Bow-staff

Familiar with C family, Unity, Python/Pygame, XNA