Logan Moseley

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Experience

Software Engineer, OMGPOP (acquired by Zynga), New York, NY

Building 2D iOS games in small teams. Projects include Draw Something and our next title. (2011—Preset)

Co-Founder & Developer, CalamitySoft, Newport Beach, CA

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, Irvine, CA

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, RPI, Game Development I and II, Troy, NY

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, Irvine, CA

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

Two years experience with Apple's iOS Developer Program and app publishing

Proficient in Objective C, Mercurial, Cocos2D, Git, C

Familiar with C++, C#, Unity Javascript, Python/Pygame, XNA, HTML, Gimp/Inkscape