

Logan Moseley

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Education

Rensselaer Polytechnic Institute, Troy, NY

August 2005 – May 2009

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

Experience

CalamitySoft, Newport Beach, CA

August 2010 – Present

Co-Founder & Developer

Four published music education apps, a published platformer game, and a puzzle game in development. Games made with the Cocos2D framework.

Design, implement, test, debug, and publish our iOS software. Administer the business and legal sides of CalamitySoft, as well the website.

Blizzard Entertainment, Irvine, CA

Summer 2006; June 2009 – July 2010

Quality Assurance Analyst I

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.

RPI, Game Development I and II, 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 Unity3D (Spring 2009).

Quality Assurance, Atlus USA, Irvine, CA

Summer 2008

Game Tester

Extensive testing of various Atlus games: reported new bugs and reviewed corrected bugs.

Skills

Nearly 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