

# Logan Moseley

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## Education

**Rensselaer Polytechnic Institute**, Troy, NY

*Graduated May 2009*

*Bachelor of Science*, Computer Science

*Minors in Game Studies and Japanese*

## 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

One year experience with Apple's iOS Developer Program and app publishing.

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

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