Logan Sarkar
Game Designer
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WORK EXPERIENCE

9 Count, Inc.   **Los Angeles, CA**
Video Game Developer Contractor   *January 2023 - March 2023*
- Created a Unity environment that would be simple to control through the interface.
- Translated HTML + Javascript source code to C# reducing code bloat by 60% of its original size.
- Transferred game with visual and functional parity to its original counterpart.
- Added randomization to improve gameplay loop.
- Used GitHub repository for developmental progress and updates.

Simply Natural Farms   **Panama City, Panama**
UI and UX Design Intern   *August 2020 - October 2020*
- Remodeled the backend and frontend of company websites to improve user experience by simplifying the design leading to 20% increase in user traffic.
- Collaborated with different departments to create and design ways to keep engagement high with customers and potential investors.

PROJECT EXPERIENCE

Rift Hunt, Capstone Project   **Remote, PR**
Lead Level Designer and Producer   *August 2021 - December 2021*
- Spearheaded the conceptualization and overall design of the project.
- Worked alongside the art team to create various 3D assets and general world environment feel.
- Designed level progression, and game feel by paper prototyping maps, white-boxing in Unity and player testing.
- Created and maintained git repository, design documentation, and project management tools used to create attainable short-term goals to impact project progress.

LEADERSHIP EXPERIENCE

Universidad Interamericana de Puerto Rico   **Bayamon, PR**
Member of the Student Council   *August 2020 - July 2021*
- Advocated for use of funding to help students affected by the pandemic.
- Campaigned for underprivileged and underrepresented communities through donations and awareness events.
- Cooperated with university administration to minimize the economic impact of the student body.

EDUCATION

Universidad Interamericana de Puerto Rico   **Bayamon, PR**
Bachelor of Science Design and Development of Video Games, Cum Laude   *December 2021*
- 3.29 GPA
- Organizations: Inter Dev Association of Computer Science, Student Council 2020-21
- Coursework: Video Game Programming, Video Game Design, Video Game Physics, Graphics for Video Games, Software Engineering, Data Structures, Object Oriented Programming.

SKILLS & INTERESTS

Skills: C#, C++, Xamarin/Monogame, Unity, Unreal Engine 4, SDL, Blender, Photoshop, Illustrator, Microsoft Office, Native Spanish and English speaking/writing.

Interests: Level Design, Game Design, Gaming, Streaming, Computer Building, Dungeon & Dragons, Tabletop Games, Baking, Hiking.