

Logan J Wood

Level Designer/Technical Artist

Skills:



Level
Design



Project
Management



Narrative
Design



Game Design &
Development



Game
Documentation



Blueprint Visual
Scripting



3D Modeling



Photoshop



Confluence



Unreal
Engine



Maya

Experience

Technical Artist -- Pocket Pair

2024 - Current

- **Developed Custom Shaders:** Created advanced shaders that enhanced visual effects and overall aesthetic appeal, contributing to the game's unique style.
- **Optimized Performance:** Ensured shaders were optimized for performance across various platforms, maintaining high frame rates and visual fidelity.
- **Collaborated with Artists and Programmers:** Worked closely with the art and programming teams to integrate shaders seamlessly into the game engine.
- **Innovated Visual Effects:** Pioneered new techniques for dynamic lighting, reflections, and material effects, pushing the graphical boundaries of the indie game.
- **Provided Technical Support:** Assisted team members with shader-related issues and conducted training sessions to enhance the team's technical capabilities.

Level/World Designer -- Pocket Pair

2024 - Current

- **Crafted Innovative Worlds:** Developed unique and engaging worlds that contributed to the game's critical and commercial success.
- **Collaborated in a Small Team:** Worked closely with a tight-knit team, ensuring seamless integration of art, narrative, and gameplay elements.
- **Pushed Creative Boundaries:** Experimented with unconventional design concepts, leading to fresh and memorable player experiences.
- **Optimized Player Engagement:** Analyzed player data and feedback to enhance level design, ensuring high retention and satisfaction rates.
- **Contributed to Marketing Efforts:** Created compelling level previews and demos.

Level Designer Volunteer -- Games For Love

2023 - 2024

- **Designed Socially Impactful Levels:** Created levels promoting awareness of social causes.
- **Collaborated with Charities:** Integrated non-profit goals into level designs.
- **Focused on Accessibility:** Designed levels to be inclusive and accessible to all players.
- **Engaged Team/Leadership Feedback:** Refined designs based on team lead and production input.
- **Performed Under Budget Constraints:** Utilized free tools and resources to develop levels cost-effectively.

Level Designer -- Biomic Games

2023 - 2023

- **Designed Immersive Levels:** Created engaging levels from concept to final implementation, balancing visuals, gameplay, and narrative.
- **Collaborated Across Teams:** Worked with artists, programmers, and writers to ensure cohesive level design.
- **Conducted Playtesting:** Gathered feedback and iterated on designs to enhance user experience and balance difficulty.
- **Utilized Design Tools:** Used Unreal Engine, Maya, and visualization tools to build and optimize game environments.
- **Documented Processes:** Created design documents and maps to communicate design intent and maintain consistency.

Level Designer -- Storm Eye Studios

2022 - 2023

- Playtested the limitations of mechanics presented by programmers and constructed levels to assess possible limitations and problems to note
- Blockmeshed multiple prototype levels to test the basic flow and introduced intended level pieces in waves
- Collaborated with the lead level designer and creative director to ensure all levels achieve desired look and feel.
- Wrote detailed notes to explain any and all updates and specific progression for levels and large sections
- Assisted in the creation of and participated in the discussion of level design documentation

Projects:

Level Designer -- Immersive Sim FPS

- Tackled design with the intention of including typical mechanics and forms of interactions in the imsim genre
- Used references to establish feel, aesthetic and gameplay
- Iterated continually throughout the design process with detailed documentation
- Used blockmesh to establish boundaries and goals of play

Level Designer -- Level Recreations

- Used multiple games that inspire me as references to recreate levels from them with the intention to understand multiple level design style and how they differ from genre to genre
- Iterated continually throughout the design process with detailed documentation and took in feed back to improve consistent problem spots

Education:

Bachelor of Science in Game Design -- Full Sail University -- Dec 2024