

Logan Erickson

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Energetic, driven, and creative game developer with extensive knowledge of virtual reality and game industry seeking internship and career opportunity. Specifically interested in game design and contributing to a proficient team. Recipient of IGDA Scholarship to Game Developers Conference 2018.

EDUCATION

University of Utah, Entertainment Arts Engineering

May 2019

Honors Bachelor's Degree in Film & Media Arts; Minor in Computer Science

- GPA of 3.9, Dean's List
- Relevant Coursework: Traditional Game Development, Alternative Game Development, Graduate Level Paper Prototyping, Ethics in Games, Object Oriented Programming, Algorithms and Data Structures, 3D Modeling, Animation, Computer Animation, and Storyboarding.

PERSONAL & PROFESSIONAL SKILLS

- Passion for games!
- Outgoing, enthusiastic, and engaging
- Adaptive leader & goal oriented
- Excellent constructive communicator with written and spoken word
- Hardworking, self-motivated, able to unify, and collaborate with diverse groups
- System, narrative, gameplay, virtual reality, mobile, free-to-play, and 2D level design
- Unity 3D, Unreal Engine, C#, and Python
- Adobe Creative Cloud programs and Maya
- Scrum and agile development
- Networking, public relations, social media management & business development

PROFESSIONAL EXPERIENCE

Octothorpe, Senior Content Designer and Marketing Director

May 2016 - Present

- Creates content and performs system and narrative design across multiple titles including VR, CCG and educational games.
- Develops short term and long-term marketing plans as PR person and social media operator.
- Business development to bring in contracts and collaborations with other companies.

TheGeekwave.com, Co-Host, Personality and Correspondent

December 2016 – June 2017

- Traveled to international game and tech conferences including GDC, CES and E3.
- Handled business development and appeared in the primary Geekwave show alongside other forms of video content.

K-UTE Radio "The Geekwave" Podcast, Co-host, Producer and Blogger

September 2015 – December 2016

FEATURED PROJECTS

The Irregular, Octothorpe

May 2017 - Present

- Top 5 finalist in The Department of Education's Ed Sim Challenge
- Pushing Boundaries Award, Utah Game Developers Choice Awards
- Sherlock Holmes Virtual Reality Game built with Unity 3D

Singularity, Octothorpe

May 2016 - Present

- Competitive and cooperative card game with unique design and intriguing universe

Quantum Keepers, Octothorpe

March 2017 - Present

- Mobile narrative adventure RPG with simplistic mechanics

Justice.exe, Lead Designer and Team Manager

January 2017 – April 2017

- 25,000+ Downloads on Google Play
- Utilizes machine learning algorithm to demonstrate the possible pitfalls of artificial intelligence in the criminal justice system
- Developed as final project for the "When Machines Decide" Honors Praxis Lab

H.E.R.O., Lead Designer and Team Manager

May – August 2016

- Local Multiplayer Game developed as part of Traditional Game Development class

VOLUNTEER WORK

Park City Center for Advanced Professional Studies (PCCAPS), Mentor and Teacher

Big Brothers Big Sisters, Professional Mentorship Program – Improv Teacher

SOS For Youth, Volunteer, Actor and Intern

- Non-profit youth performance troupe with a community outreach mission to support teens in making positive life choices
- Using our performances as a communication tool we have inspired and supported countless students to find their voices and make good choices.