Logan Erickson

Minneapolis, Minnesota • (612) 816 - 8865

logan@loganerickson.com • loganerickson.com • https://www.linkedin.com/in/logandeanerickson/

Energetic, collaborative, and creative game designer with excellent communication skills and sandbox designer core competencies. Eager to work with a world-class team to create games that innovate and resonate deeply with players.

RECENT EXPERIENCE

Stronger Brains Inc, *Co-Founder and Head of Operations,* strongerbrains.com   August 2019 - Present
- Live product design, development, and management of platform improving children's cognition, mental health, and learning
- Engineering platform components, including cognitive assessments, social-emotional exercises, & a gamified progress portal.
- Manage day-to-day operations, provider network, provider onboarding, supporting documentation, selling service, and iteration of these complex systems and processes to ensure revenue generation and business stability.

Entrepreneurs Roundtable Accelerator (ERA), *Cohort 22*   January 2022 - May 2022
- Part of NYC's leading tech accelerator with $100K invested into our team and 4 month-intensive program in NYC.
- Learned extensively about product development, management, business, and fundraising while building a robust network.

Octothorpe, *Senior Gameplay Designer, and Co-Owner*   May 2016 - Present
- Gameplay, content, and system design across multiple titles, including VR, LCG/ECG, and educational games.
- Player vs. player, solo, and cooperative game design and development, solving difficult design challenges.
- Business development and marketing strategy to collaborate with other organizations and creators

Posit Science, Internship   June 2018 - August 2018
- Prototyping and development of brain education content with world-renowned neuroscientist Dr. Michael Merzenich.

FEATURED GAMES

Singularity*, Octothorpe*   May 2016 - Present
- Competitive and cooperative deterministic card game that empowers endless creativity with absolutely no randomness.
- Actively on Gamefound: https://gamefound.com/projects/octothorpe/singularityexe

The Irregular, *Octothorpe*   May 2017 - May 2020
- Sherlock Holmes VR Game built with Unity 3D
- Top 5 finalist in The Department of Education's Ed Sim Challenge
- Pushing Boundaries Award, Utah Game Developers Choice Awards

Ride.Share, *Designer, Engineer, and Producer*   October 2018 - May 2018
- Mobile, AR game that allows you to become the strategist in controlling your own fleet of cars and running a rideshare company.

Justice.exe, Lead *Designer and Producer*   January 2017 – April 2017
- 25,000+ downloads and developed as the final project for the "When Machines Decide" Honors Praxis Lab.
- Utilizes a machine learning algorithm to demonstrate possible pitfalls of artificial intelligence in the criminal justice system.

H.E.R.O., Lead *Designer and Team Manager*   May 2016 – August 2016
- Local Multiplayer Game developed as part of Traditional Game Development class

PERSONAL & PROFESSIONAL SKILLS

• Collaborative, outgoing, enthusiastic, engaging, and charismatic.	• Gameplay, content, and system design, rapid prototyping
• Creative, adaptive leader & goal-oriented	• AR, VR, mobile, PC development & design
• Excellent constructive communicator with written and spoken word.	• Unity 3D, C#, Python, Prompt Engineering
	• Adobe Creative Cloud Products, Maya, wireframing
• Hardworking, self-motivated, and able to unify and collaborate with diverse groups.	• Scrum and Agile Development, product management
	• Networking & Business Development

EDUCATION

University of Utah, Entertainment Arts Engineering   August 2015 – May 2019

Honors Bachelor's Degree in Film & Media Arts; Minor in Computer Science
- GPA of 3.9, Dean's List, Phi Eta Sigma Honor Society, Honors Thesis "An Update Paradigm For Improved Game Evolution"
- Relevant Coursework: Traditional Game Development, Alternative Game Development, Graduate Level Paper Prototyping, Software Development, Discrete Structures, Ethics in Games, Object Oriented Programming, Algorithms and Data Structures, 3D Modeling, Animation, Computer Animation, Storyboarding, Honors Praxis AI Lab "When Machines Decide", Visualization of Scientific Data