

# Logan Sarkar

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## EXPERIENCE

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### 9 Count, Inc.

Los Angeles, CA

*Video Game Developer Contractor*

*January 2023 - March 2023*

- Translated source code to C#, reducing code bloat while maintaining functionality.
- Ported game with visual and functional parity to its original counterpart.
- Implemented procedural generation of enemies to add replayability to a 2D endless shooter on mobile devices.
- Used GitHub version control for developmental progress and updates.
- Collaborated with senior engineers to maintain steady development progress through the use of Slack.

### Rift Hunt: Dun Scaith, Capstone Project

Remote, PR

*Lead Level Designer and Producer*

*August 2021 - December 2021*

- Spearheaded the conceptualization and design of the game.
- Worked alongside the art and programming team to bring the concept of the world, character and enemies to life.
- Built an eerie and desolate world based on Celtic mythology.
- Designed level progression and core gameplay loop.
- Created paper prototyping maps, whiteboxed world in Unity Editor and coordinated playtesting.
- Generated and maintained version control git repository, game design documentation, and project management tools like Trello to create attainable short-term goals to impact project progress.

### 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 leading to 20% increase in user traffic.
- Collaborated with engineers and graphic designers to create ways to keep engagement high with customers and potential investors.

## EDUCATION

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### Universidad Interamericana de Puerto Rico

Bayamon, PR

*Bachelor of Science Design and Development of Video Games, Cum Laude*

*December 2021*

- Organizations: Inter Dev Association of Computer Science, Student Council 2020-21
- Coursework: Video Game Design, Video Game Programming, Video Game Physics, Graphics for Video Games, Software Engineering, Data Structures, Object Oriented Programming.

## SKILLS & INTERESTS

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**Skills:** Level Design, Game Design, C#, C++, Xamarin/Monogame, Unity, Unreal Engine 4, SDL, Blender, Photoshop, Illustrator, Microsoft Office, Whiteboxing, Prototyping, Playtesting, Native Spanish and English speaking/writing.

**Interests:** Gaming, Streaming, Computer Building, Dungeons & Dragons, Tabletop Games, Baking, Hiking.