

Logan Diebold

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Professional Work

'Jace Winchester: Private Eye'. Commercial Game | Team of 5 | *(in progress)*

- Leading the Level and Encounter Design for FPS segments.
- Designing and refinement of surreal FPS mechanics.
- Prototyping and Whiteboxing encounters within Unity.

'VR Cell Membrane Education Game' for Professor Asha | Team of 4 | 2023 *(in progress)*

- Leading Gameplay and Level Design to create engaging VR learning experience.
- Project Management of 4 person team to organize responsibilities and meet deadlines.
- Researched Cell Biology to develop accurate mechanical representations of their roles.

Collaborative Projects

'Grimblight'. Semester Project | Team of 10 | 2022

- Lead Gameplay and Programming of action-horror RPG with FPS spell-casting mechanic.
- Lead Narrative Design to write a mystery solved by investigating clues which earn a different ending.
- Designed open-world Map layout that encourages exploration via necessary resource collection.

'Day for Mia'. Semester Project | Team of 6 | *(in progress)*

- Lead Gameplay Design of mechanics simulating mobile-disability to induce empathy.
- Lead Level Design of map plagued with lacking structural accommodations
- Lead Programming of game code, including AI simulating inconsiderate/ignorant bystanders

'Horse Power'. Semester Project | Team of 4 | 2020

- Project Managed and Lead Gameplay Design of comedic physics-based horse racing game.
- Designed winding several-story track and laid out uncontrollable power-up items.

'Sandman'. Class Project | Team of 2 | 2020

- Lead Gameplay Design on action-platformer with projectiles that expend player health.
- Created Enemy types designed to encourage utilization of the risky projectile mechanic.
- Designed level 2 of 2 to be a puzzle-based metroidvania challenge after learning the basics.

Experience

Marketing Team-Lead for Chillinnium, Texas A&M Game Jam | Team of 4 | 2021

Education

2022... B.S. , Texas A&M University, Visualization, College Station, TX

2024 (pending)... M.S. , Texas A&M University, Visualization, College Station, TX

Skills

- Mechanic Design - Level Design - Narrative Writing - Project Management - Visual Programming
- Concept Art - 3D Modeling - Digital Sculpting - 3D Surfacing - Video Production/Editing

Software

- Unreal Engine 4 / 5 - Unreal Visual Scripting - Maya - Substance Painter
- Photoshop - Premiere Pro - Zbrush - Blender