Logan Diebold
Level and Gameplay Designer

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Work Experience

July 2023 - Present | 'Mutant Football League 2'. Commercial Game | Digital Dreams Entertainment
- Contract Level and Gameplay Designer (currently under NDA)

Jul 2022 - Present | 'Jace Winchester: Private Eye'. Commercial Game | Quartz Era Games
- Prototyping, Whiteboxing, and Setdressing narrative-led FPS levels within Unity.
- Conceptualizing and balancing enemy-types tailored to the player-mechanics and level concepts.

Jan 2023 - May 2022 | 'Cell Tour'. Educational Game & Research Paper published in IEEE Xplore | Professor Asha
- Prototyped, and whiteboxed a biological-cell environment to create an 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.

Jul 2021 - March 2022 | Marketing Team-Lead for Chillinnium, Texas A&M Game Jam
- Lead team of 4 students to produce multiple advertisements, branding, and award announcement videos.
- Conceptualized the post-jam award ceremony, a first for Chillinnium still upheld since.

College Projects

Jan - May 2023 | 'Blood Blitz' | Team of 5
- Sketched, Whiteboxed, and Setdressed Levels 2 & 5 of a frenetic 2D action platformer
- Conceptualized and Implemented 3 enemy AI to challenge the player with bullet-hell style projectiles.
- Conceptualized and Implemented (with co-programmer) movement + attack mechanics to encourage aggression.

Jan - May 2022 | 'Grimblight' | Team of 10
- Sketched, Whiteboxed, and Setdressed open-world Map that encourages exploration via resource collection.
- Conceptualized and Implemented 3 spells, used to collect resources and survive boss encounters
- Conceptualized and Implemented clues that the player must find then investigate for an alternate ending.

Jul 2021 - Aug 2023 | 'Day for Mia'| Team of 6
- Conceptualized and implemented movement mechanics simulating mobile-disability to induce empathy.
- Whiteboxed, and Setdressed multi-story map lacking disability accommodations to create meaningful challenge
- Conceptualized and Implemented AI NPCs simulating inconsiderate/ignorant bystanders to hinder the player.

Aug - Nov 2020 | 'Horse Power' | Team of 4
- Conceptualized and Implemented physics-based movement where the player struggles to remain upright.
- Whiteboxed and modeled winding several-story track broken up by checkpoints & uncontrollable power-ups.
- Project Management of 4 person team to organize responsibilities and meet deadlines.

Education

2022… B.S. , Texas A&M University, Visualization, College Station, TX
2024 (Pending graduation in April)... M.S. , Texas A&M University, Visualization, College Station, TX

Skills

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

Software

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