Logan Morrissey

518-852-9643 | lmm3632@rit.edu | https://lmm3632.wixsite.com/portfolio | linkedin.com/in/LoganMorrissey

OBJECTIVE

Looking for opportunities to take advantage of my passion and education in game design and development to gain valuable first-hand experience in programming and development within the dynamic programming landscape.

PROJECTS

Asmodeus | *C#, JSON, Unity, Visual Studio, GitHub, Trello, Google Sheets* January 2024 – Present
- Designing and balancing 4 uniquely themed decks in a card-based rogue-like to diversify user experience
- Developing enemy AI using goal oriented behavior in Unity
- Updating relevant documentation and attending weekly stand-ups
- Rapidly incorporating play-testing feedback into final product

Neon Ninja | *C#, MonoGame, Windows Forms, Visual Studio, GitHub, Trello* January 2022 – May 2022
- Collaborated with a team of 4 to create a 2D rogue-like using MonoGame in C#
- Developed a level editor utilizing Windows Forms and Visual Studio to rapidly develop 6 unique levels
- Implemented File IO and programmed wall collisions
- Managed priority objectives, meetings, and milestone presentations

EXPERIENCE

Customer Service Leader March 2025 – Present
Hannaford *Duanseburg, NY*
- Handle customer complaints and provide alternatives and/or solutions to ensure resolution of complaints
- Monitor front-end services and associates to ensure smooth operations and excellent customer service
- Ensure proper procedures are followed for closing the store and logging sales and events

Front End Associate October 2024 – February 2025
Hannaford *Duanseburg, NY*
- Handle customer complaints and provide alternatives and/or solutions to ensure resolution of complaints
- Make product recommendations or services to customers based on their needs and preferences
- Manage and maintain various goods and services within the store to better serve customers

Game Developer - Changeling VR May 2024 – December 2024
RIT - School of Interactive Games & Media *Rochester, NY*
- Develop a VR mystery game utilizing Unreal Engine and launch Early Access
- Collaborate within a studio of over 70 co-workers and 9 teams
- Rapidly prototype, play test, and provide feedback for developed levels and gameplay mechanics
- Implement optimizations to accommodate lower spec devices
- Maintain and updating existing documentation to reflect development stage

Head Smash Esports Coach September 2020 – September 2024
Mohonasen High School *Rotterdam, NY*
- Utilize positive communication to encourage team and promote integrity and respect
- Facilitate group coaching sessions and provide individual coaching support
- Collaborate with other coaches to create and execute game plans
- Maintain a leadership role in the program and facilitate program growth

Computer Science Teacher Assistant September 2020 – July 2021
Mohonasen High School *Rotterdam, NY*
- Deliver engaging curriculum through diverse methods of classroom instruction, computer lab activities and online learning systems
- Communicate with students to discuss progress and need for tutoring and extra assistance
- Teach HTML and CSS programming languages according to age group

EDUCATION

Rochester Institute of Technology Rochester, NY
Bachelor of Game Design & Development *December 2024*
- Dean's List from Fall 2021 - Spring 2024
- 3.9 GPA
- RIT Smash Club Member

TECHNICAL SKILLS

Languages: Java, C#, Python, C/C++, JavaScript, HTML/CSS, Lua
Developer Tools: GitHub, Perforce, Unity, Unreal Engine, OpenGL, VS Code, Visual Studio, Adobe Photoshop, Autodesk Maya