JUSTIN LOGAN

North Bay, ON | justin.r.j.logan@gmail.com | (705) 358-6185 | LinkedIn: linkedin.com/in/justinlogan | Portfolio: http://justinlogan.sytes.net/

Professional Summary

Creative and technically skilled game designer, developer, and educator with a strong record of hands-on experience in game production, programming, and digital arts. Adept at leading cross-disciplinary projects, mentoring students, and working across education, art, and commercial sectors. Released multiple games across diverse platforms, including an original Atari 2600 title in 2025. Passionate about empowering the next generation of creators through accessible, real-world instruction in design and technology.

Core Skills & Expertise

• Game Design & Development
• Curriculum Development & Teaching
• Project Leadership & Interdisciplinary Collaboration
• Level Design & Scripting
• Pixel Art & Visual Design
• Game Engines: Unity, Godot, Batari Basic
• Programming: C/C++/C#, Java, BYOND, Batari Basic, Python
• Educational & Creative Technologies
• Public Speaking & Mentorship

Selected Projects & Accomplishments

In-Development Title – Aversandi (Funding Pending, 2025)

Lead programmer, designer, and creative director for an in-progress project currently seeking funding.

Focuses on procedural generation and horror elements as well as online and split-screen multiplayer aspects.

Atari 2600 Game – Artist-Run Center Survival (2025)

Sole programmer and partial designer a complete game for the Atari 2600 using Batari Basic.

Featured at retro game festivals and praised for technical and artistic fidelity to the platform.

Art-Game Project – *[Project Name]* (2023)

Collaborative digital experience blending game-play and interactive installation art.

Presented online for "Gallery" this game explores themes of identity and relationships, whereby every passerby on the street could have vastly different effects on ones self.

Teaching & Mentorship

Canadore College – Game Design & Development Program

Mentor, Tutor, and Guest Instructor

Supported students in programming, game design, and final capstone projects.

Led helpful sessions on Unreal Game design, prototyping, and visual storytelling.

Known for engaging, student-centered teaching style.

Workshops & Public Speaking

Delivered workshops on retro game development on-paper and using Batari Basic.

Speaker at Future in Safe Hands (FISH) Festival 2025 in 2025, covering creative coding for early game systems.

Community Involvement

Crossroads Co-Op, 470 Bunting Drive

Served on the Board of Directors for the majority of the past decade

Volunteer to assist in running community events and fundraisers

Supported the board and organization in resolving interpersonal or operational conflicts

Education

Advanced Diploma – Game Design & Development
        Canadore College, North Bay, Ontario

        Graduated with Honors

Advanced Diploma – Programming Analysis
        Canadore College, North Bay, Ontario

Diploma – Mechanical Engineering Technician
        Canadore College, North Bay, Ontario

Additional Information

• Tools: Git, Trello, Photoshop, Tile-d, Audacity, Aseprite
• Languages: English (fluent), French (basic speech comprehension, reading and translations)
• Awards & Recognition: Academic Honors for Game Design and Development
• Portfolio Available At: http://justinlogan.sytes.net/