



# Logan Porati

## GAME/LEVEL DESIGNER

Portfolio : <http://loganporati.com>



40, rue de Paris  
94340 Joinville-Le-Pont  
Paris, France



+33 6 77 69 22 68



[logan.porati.gd@gmail.com](mailto:logan.porati.gd@gmail.com)

## Skills

### Game Design

Design and documentation of game systems.  
Rational Game Design.  
Analysis tools : OCR, Ventrice, PNRG, MDA  
Prototyping and tweaking.  
Systemic Design.  
Ergonomics and user experience.

### Level Design

Learning and progression.  
In-engine level building and blocking.  
Scripting, prototyping of mechanics.

### Programming

C# (Unity3D).  
Visual Scripting (Unreal Engine 4).

### English

Fluent.  
Toeic: 955

## Projects



### Homo Machina - Game Designer

Switch/Mobile narrative puzzle game  
**Best Mobile/Tablets Game Award**  
- San Francisco Game Connection 2018



### Space Cuisine VR - Game Designer

VR cooking Game  
**Nominated at Revolution Students**  
- Laval Virtual 2019



### Flux - Game Designer, Programmer

PC sandbox game  
**Jury's Favorite Award**  
- Hits Playtime 2018

## Softwares



## Experiences

### Game/Level Designer - Unannounced - Mobile platformer - Zigomard Productions January 2019 - May 2019

Design and improvement of the core mechanics.  
Design and prototyping of boss fights.  
Rationalization of player progression levels' difficulty (RGD, intensity curves).  
Design, building and improvement of levels.

### Game Designer - **Homo Machina** - Narrative puzzle game - Darjeeling / Arte August 2017 - May 2018

Design and improvements of the core mechanics.  
Improvement of the game ergonomics and usability.  
Documentation and rationalization of game systems.

## Education

**2018 / 2020: Master of Game Design**  
Institut de Création et Animation Numériques

**2015 / 2018: Bachelor of Game Design**  
Institut de Création et Animation Numériques

**2014 / 2015: IT of Computer Science**  
Rodez's Institute of Technology

## Hobbies

**Games:** Video Games (RPG / Action-RPG / Stratégie), Tabletop roleplaying games

**Reading:** Various sciences and knowledge, Science-fiction, Fantasy

**Others:** Game Jams, Space, Photography, Combat sports, ...