



Logan Porati

GAME DESIGNER

Portfolio :
<http://loganporati.com>

LinkedIn :
<in/logan-porati>



Paris, France
Able to relocate



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Skills

Game Design

Design and documentation of game systems
Game systems analysis and balancing
Level and mission design

Programming

Scripting (C#)
Prototyping
Tooling

Languages

French (Native)
English (Fluent)
Toeic: 955

Softwares

Game Design

MS Office Suite
Visio / Draw.io
Illustrator
Photoshop
Confluence
Jira

Programming

Unity
Unreal Engine 4
Divinity Engine 2
C#
Git

Experiences

Game Designer

Magic Pockets

Mar 2021 - Aug 2021

[My Universe: Interior Designer](#) and 1 other project

Design and documentation of core mechanics and 3C
Design of the core gameplay loop
Design of the player progression, scoring and achievements
Design of secondary game activities
Mission design and integration related to storytelling
Levels design and integration
Design and implementation of LD tools

Game Designer

Gameloft

Nov 2019 - Jul 2020

[Auto-Defense](#) and other projects

Design of game concepts: core gameplay, game loop, core mechanics
Design, documentation and improvement of the core mechanics
Design of enemies and bosses: attacks, patterns, strengths and weaknesses
Balancing: difficulty, economy, player resources and progression
Programming of level data export tools from Unity to Excel sheets
Prototyping of game ingredients (enemies, bosses, turrets) and game modes
Design and implementation of LD tools

Game Designer

Freelance

Jan 2019 - Nov 2019

[Unannounced RPG and platformer games](#)

Design and improvement of the core mechanics and 3C
Design of an open area: player guidance, gameplay and puzzle elements
Design and iteration of game levels
Design and prototyping of boss fights
Rationalisation and balancing of the player progression

Game Designer

Darjeeling / Arte

Aug 2017 - Jul 2018

[Homo Machina](#)

Improvement of the core mechanics and 3C
Design and improvement of the levels mechanics
Puzzle design
Improvement of the game ergonomics and usability
Documentation and rationalization of the game systems
Design iterations and balancing post-release

Studies

2018 / 2020 : Master in Game Design

Institut de Création et Animation Numériques
Writing of a Master's Thesis on the modulation of emotions in video games

2015 / 2018 : Bachelor in Game Design

Institut de Création et Animation Numériques

2014 / 2015 : Computer Science

1st year at Rodez Institute of Technology

Projects



My Universe: Interior Designer

Interior designer simulation game for Consoles and PC



Homo Machina

Narrative puzzle game for Nintendo Switch et mobile

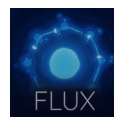
3 Awards and 6 nominations



Auto Defense

Tower Defense for mobile

11.500 montly players (USA, 2020)



Flux

Sandbox game for PC

Jury's Favorite Award - Hits Playtime 2018

Hobbies

Games: Video Games (RPG, Action-RPG, Strategy), Tabletop role-playing games

Sports: Biking, Hiking, Climbing, Kayaking, Basketball, Combat sports

Music: Singing, Guitar, Piano (learning)

Recently played games:

Elden Ring, It Takes Two, Teamfight Tactics, Hades, Disco Elysium, Inscryption, Control

Reading: Science fiction, Fantasy:

H. P. Lovecraft, Terry Pratchett, Alain Damasio, Maxime Chattam

Sciences and knowledge: Scientific popularization, Science programs and articles, Space exploration

Others: Game Jams, Shaders coding, Photography, Cooking

Favorite games (some of them at least):

TESV: Skyrim, Elden Ring, The Witcher 3, Divinity 2: Original Sin, Outer Wilds, There is no game, Factorio, Elite Dangerous, Path of Exile