LOGAN BONNER

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Professional Experience

Freelance Game Designer/Editor
Renton, WA, 2009–present

- I have worked with Wizards of the Coast, Open Design, and Crafty Games on several projects, as well as working on my own game designs. I focus on providing thorough work on deadline, and working closely with collaborators.

Wizards of the Coast Experience

- Completed numerous articles for D&D Insider as a designer or editor.
- Designed adventures for the D&D Championship and similar events that require an in-depth knowledge of rules and play experiences.
- Contributed both development and editing to the Shadowfell boxed set.

Open Design Experience

- Led a team of freelancers, mostly first-timers, to create a lengthy sandbox adventure for 4th Edition D&D.
- Interacted with the Open Design patrons to choose and vote on ideas that would go into the product.

Game Designer/Editor
Hasbro/Wizards of the Coast, Renton, WA, 2006–2009

- During my time in Wizards of the Coast RPG R&D, I went from being an editor to a game designer, and served on development teams as well. Each one demanded different skills, and I was able to transition between these roles as needed.

General Experience

- Worked under deadlines and completed rush projects that had few resources. Frequently worked on one major project with several smaller projects simultaneously.
- Worked collaboratively to create new content, determine design directions/objectives, develop existing content, and discuss game theory.
- Designed and/or edited dozens of published hardcover books, in addition to adventures and online articles.
- Interacted with a highly invested fan community to address their concerns and preferences for the game line. Participated through blogging, message boards, and in person at conventions.

Design Experience

- Wrote prose and designed game mechanics for *Dungeons & Dragons* 4th Edition. Generated approximately 2,000 words per day, with a mix of both types of content.
- Earned a reputation as an excellent adventure designer. The skills required for good adventure design transfer to quest and story arc design.

- Served as lead designer on *Arcane Power*, responsible for outlining the book and dividing assignments among freelance designers.
- Spurred interest in a long-running game line by introducing new, innovative content.
- Created content for print and digital publications, plus game accessories (including *Dungeon Tiles* and miniatures), and learned the limitations and requirements for working in different media. Designed free promotional products and works that leveraged content from new releases to cross-promote those releases.

Editing Experience
- Edited for grammar, proper formatting, correct templating, and to unify the voice of content that originated from several different authors.
- Experienced with jargon-heavy text that requires attention to syntax and proper use of game terminology.
- Served as lead editor on *Draconomicon: Metallic Dragons,* choosing assignments for numerous novice and near-novice freelancers, collecting milestone turnovers, answering their questions, and cleaning up the document after the initial assignments were finished.

Development Experience
- Assessed colleagues' work objectively and made changes so game mechanics would run more smoothly, become easier to use, match the mathematical formulas behind the system, and better fit templating guidelines. I applied the same knowledge to my own design work.
- Served as a playtester/developer for card games and board games including *Inn-Fighting, Three-Dragon Ante: Emperor's Gambit,* and *Castle Ravenloft.*

Substitute Teacher
Scott Community High School, Scott City, KS, 2005–2006
- Jumped into classes where I had to quickly adapt to new sets of pupils and unfamiliar subjects.

Graphic Designer
Fort Hays State University University Relations Office, Hays, KS, 2003–2005
- Worked with clients to produce a variety of advertisements and publications, usually within the restrictions of a low budget.
- Used artistic skill to convey information that's difficult to explain in text or to quickly create attractive, easy-to-understand prototypes.
- Gained extensive, practical experience with Adobe Photoshop and InDesign.

Software Expertise

- Microsoft Office Suite, Adobe Creative Suite (Photoshop, InDesign, Illustrator, Dreamweaver), SharePoint, FileMaker Pro

Education

Fort Hays State University
Hays, KS, 2000–2005
- Bachelor of Fine Arts degree (Painting Emphasis), with a minor in English Composition.
- Participated in frequent critiques, developing skills with giving and receiving criticism.

Published Work

You can find samples of my work in my blog profile at http://loganbonner.blogspot.com. I contributed to the following products (along with many, many more) at Wizards of the Coast:

- [Player's Handbook 2](#)—I designed the bard class, updating what was formerly considered a weak class in the previous edition to be on an equal footing with other classes, while maintaining its distinctive theme.
- [P1: King of the Trollhaunt Warrens](#)—This adventure, co-designed with Rich Baker, was often singled out as one of the best adventures of 4th Edition.
- [Arcane Power](#)—I acted as lead designer for this book, coming up with the basic concepts/builds that would expand each class (with input from the designers working under me). By staying in contact with the development team, I ensured that the book would achieve the goals we set.
- [HS1: The Slaying Stone](#)—Implemented numerous innovative elements to improve the gateway experience of playing a 1st-level adventure. I set goals of making the experience more cohesive, jumping into the action for a more exciting start to the campaign, creating unique factions/NPCs, and making the narrative as open-ended as possible. *(Note: This product doesn't release until May, 2010.)*