Logan Bowers

loganmbowers@gmail.com | (404) 384-1028 (mobile) | Bowers-L.github.io

Game developer with a flexible skillset and a passion for solving complex problems.

EDUCATION

Georgia Institute of Technology (Fall 2019 - Present)   **Atlanta, GA**
- Pursuing B.S. in Computer Science (Threads: Media and Modeling/Simulation)
- Minor in Robotics
- May 2023 Graduation (4.0 current GPA)

PROJECTS

Beam (Fall 2021 – Ongoing, Unity) https://github.com/Bowers-L/Beam
- Used a pipelined level design approach to lead a 5 member team in the creation of 10+ 3D puzzle game levels.
- Designed, implemented, and maintained beam system using custom raycasts and physics
- Constructed visual effects using HLSL Shaders, VFX graphs, and Photoshop

Bond Monke (Spring 2021, Unity) https://github.com/Bowers-L/BondMonke
- Implemented souls-like movement and mechanics using root motion and fixed-frame animations
- Engineered combat AI with multiple enemy types using navigation meshes and custom state machines
- Fine tuned parameters such as startup frames, animation speed, and damage to achieve optimal game feel and balance.

Graphics Engine (Summer 2019-2020, Custom C++) **https://github.com/Bowers-L/GraphicsEngine**
- Modeled light sources utilizing the ambient, diffuse, specular model by using GLSL shaders in conjunction with C++
- Constructed a virtual camera that can be controlled to move around a scene rendered by the engine
- Developed a path finder program using A* to visualize the optimal path between points in a nav-mesh.

One Way Out (Spring 2020, Custom C Engine) https://github.com/Bowers-L/OneWayOut-GBA-Final Project-
- Programmed a game in C to run on a Game Boy Advance
- Manipulated special memory registers using Direct Memory Access to communicate with device components such as user inputs, display, and speaker
- Devised a technique for rendering backgrounds larger than normal by periodically loading in new textures off screen with DMA.

Leadership/Work Experience

Scientific Software Developer Intern, Stellar Science (Summer 2021)
- Maintained and debugged large-scale C++ codebase using Visual Studio and Git.
- Gained professional agile and pair programming experience working with experts in the fields of Computer Science, Math, and Physics
- Iterated on company mockups to implement image batch processor UI in QT, manage file system data, and integrate UI with functionality.

Project Lead, VGDev (Fall 2021)
- Oversaw the initial game design and prototypes for "Beam", which is a 3D puzzle game.
- Formed and executed on 3-month Agile iteration plan with 3-4 week sprints
- Maintained team communication through weekly meetings and frequent updates to the team and the larger organization.

SKILLS

- **Programming** (proficient): C++, C, C#, Java (working): Python, GLSL, HLSL
- **Game Engines:** (proficient): Unity, Java Processing (working): Unreal Engine 4, Game Maker
- **Tools:** (proficient): Git Bash/Github/BitBucket, Trello/Codecks, OpenGL (working): Blender