

# Logan Dye

Senior Unreal Engine Developer

dye.logan@pm.me · [github.com/Orb1tall](https://github.com/Orb1tall) · [linkedin.com/in/dye-logan](https://linkedin.com/in/dye-logan) · Remote

---

## SUMMARY

Unreal Engine developer with 8 years of experience across personal projects, contract work, and professional studio development. Specializing in multiplayer systems, replication architecture, and data-oriented design. Strong preference for building custom solutions from the ground up — meaning deep understanding of systems rather than surface-level plugin configuration. Currently seeking remote senior or lead Unreal Engine roles.

---

## EXPERIENCE

### Senior / Lead Unreal Engine Developer

2023 — Present

Combat Waffle Studios

Leading Unreal Engine development on shipped and in-development multiplayer titles. Work spans multiplayer systems, replication architecture, gameplay systems, engine tooling, and build pipeline infrastructure. Shipped Ghosts of Tabor — a hardcore VR multiplayer survival extraction game.

### Unreal Engine Developer — Contract

2021 — 2023

Various Clients (NDA)

Semi-professional contract work across multiple Unreal Engine projects covering gameplay systems, multiplayer architecture, and custom engine tooling. Work is under NDA.

### Mentorship & Personal Projects

2017 — 2021

Private Mentorship — Game Development

Trained under a private mentor holding a Master's in Game Development. Focused on Unreal Engine, C++, game systems architecture, and multiplayer. Built personal projects to develop a deep understanding of engine internals and networked gameplay.

---

## SHIPPED TITLES

### Ghosts of Tabor

2023

VR · Multiplayer Survival Extraction · Combat Waffle Studios

Contributed core systems including multiplayer architecture, replication, gameplay systems, and engine-level tooling.

---

## SKILLS

### Engine & Languages

Unreal Engine 4 & 5, C++, Blueprints, HLSL

### Multiplayer & Networking

Replication Architecture, Client-Server Systems, Custom Netcode, Gameplay State Sync, Steam Integration

### Systems & Architecture

Data-Oriented Design, Gameplay Tag Systems, Custom Movement, VR Development, Delegate Callbacks

### Backend & Tooling

C# Backends, REST APIs, Jenkins / CI-CD, SteamCMD, Linux Server Admin, Third-Party SDK Integration

### Lighting & Environment

Static & Dynamic Lighting, Environment Design, Materials & Shaders, Level Performance Optimization