

Logan Dye

Senior Unreal Engine Developer

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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