

# Logan Harvell

Game Programmer

(407) 462-2434 | [logan@harvell.biz](mailto:logan@harvell.biz) | [logantharvell.github.io](https://logantharvell.github.io)



## Technical Skills

**Languages:** C/C++, C#, Assembly, Bash, Lua  
**Engines:** Unreal Engine 4/5 (UE4/UE5), Unity

**Versioning:** Perforce, Git  
**IDEs/Tools:** Visual Studio, XCode, Jira

## Experience

### Epic Games

Cary, North Carolina – remote Orlando, Florida

*Special Projects, Engine Programmer Intern*

Aug. 2020 – Present

- Support designers by creating flexible UI and gameplay systems
- Integrate, test, and debug new project and engine features in **C++** with **UE5**

### Studio Chili

Orlando, Florida

*Keepers of the Trees, Lead Programmer*

Dec. 2019 – Aug. 2020

- Created a local co-op, puzzle-platformer with a team of 22 people in **UE4**
- Implemented a flexible shared screen camera system and a checkpoint-based respawn system in **C++**

### University of Central Florida

Orlando, Florida

*Institute for Simulation and Training, Research Assistant*

Dec. 2018 – Aug. 2019

- Built a **UE4** plugin in **C++** for reading geospatial data using GDAL
- Created an editor tool for generating meshes/materials from attribute data embedded in GeoTIFF files

### Outback Steakhouse

Winter Springs, Florida

*Delivery/Takeout/Host*

May 2015 – Jun. 2019

## Projects

### Fiea Game Engine

- Custom linked list, vector, hash map, and adapter containers in **C++** modeled after STL
- Property-centric reflection system using custom runtime type information (RTTI)
- Hierarchical game object composition, including **data-driven** game objects using **JSON**
- Recreated *Super Bomberman*'s battle mode using the engine and **OpenGL** with five programmers

### Astral Pathfinder

- Created a 2D, procedural, galaxy conquest RTS, where players increase population for a high score
- Prototyped in **C** with **ncurses**, and developed using **C++** with **SDL2** frameworks
- Built an interface to use **Lua** as a configuration language to drive gameplay parameters
- Designed a generic collision component with circle, axis aligned, and oriented bounding box collision

### Bounce Off

A head-to-head competitive game written in **68K assembly**. Players use momentum to control a ball and be the first to pick up 9 randomly spawned points while bouncing off all surfaces, including each other.

## Education

University of Central Florida, Florida Interactive Entertainment Academy

Orlando, Florida

M.S. Interactive Entertainment, 4.0 GPA

Aug. 2019 – expected Dec. 2020

University of Central Florida, College of Engineering and Computer Science

Orlando, Florida

B.S. Computer Science, Cum Laude, 3.78 GPA

Aug. 2015 – Dec. 2018