

Logan Harvell

3498 Buffam Pl
Casselberry, FL 32707

(407) 462-2434
logan@harvell.biz

Education

University of Central Florida – Orlando, FL
Bachelor of Science in **Computer Science**

Graduation: Fall 2018
GPA: 3.78

Honors/Awards: Cum Laude, Burnett Honors College, Dean's List, Eagle Scout

Skills

Personal and Social: Leadership, Organization, Communication, Teamwork

Programming Languages: C++, C, Java, Swift, C#, R

Operating Systems: MacOS, Windows, Ubuntu, iOS

Development Tools: Unreal Engine 4, Visual Studio, XCode, Atom, NetBeans, SDL2, Unity, Command Line (Bash), Git, GitHub, Microsoft Office

Coursework

Video Game Theory and Design
A.I. for Game Programming
Computer Graphics
Artificial Intelligence
Robot Vision

Processes of Object-Oriented Development
Database Systems
Technical Writing
Matrix and Linear Algebra
Calculus

Projects

Movie/TV Tracker

Comprised of three components: a **PostgreSQL** database, an **HTML**, **CSS**, and **Python Flask** web app using **SQLAlchemy** frameworks, and an **iOS** mobile app written in **Swift** with the **Cocoa** framework. Users were able to register and log on to the website, manage watch lists, get recommendations, and receive mobile notifications.

Astral Pathfinder

Initially a command line prototype written in **C** with **ncurses**, this project was a text-based strategy game inspired by the classic game Hammurabi. It evolved into a GUI-based, real time strategy game written in **C++** with **SDL2** frameworks. Players aim to explore and colonize a set of randomly generated planets to maximize their population for a high score. Players must respond to random events and manage their resources to succeed.

AR Physical Therapy

Developed the **HoloLens** application in **Unity** with **C#** combined with the Orbbec 3D camera for an augmented reality physical therapy experience. The application was co-developed with an **ASP.NET Core 2.0** web application hosted on a Microsoft **Azure VM** with a **SQL Server** database.

Employment

UCF Institute for Simulation and Training **Research Assistant** **Dec. 2018 – Present**
Develop tools and plugins with third party libraries for Unreal Engine 4 projects in C++.

Outback Steakhouse Winter Springs **Host/Takeout/Delivery** **May 2015 – Present**
Coordinate with a team to manage customer requests and produce takeout orders and delivery.