Logan Shehane

 SentientDragon5 | in lashehane | 🎮 Demos | ✉ lashehane@outlook.com

SUMMARY

Software Engineer with experience in full-stack software development and User Experience Development. Full-time student at UCSC with plans to pursue a Masters in Human Computer Interaction or Computer Science. Successfully developed and published multiple tech demos and a complete game.

EDUCATION

B.S. Computer Science: Game Design at UC Santa Cruz (GPA: 3.93)   Sept 2022 - June 2026

- Focused on Capstone Game Project, Procedural Generation, AI, and LLMs
- Possess well-rounded knowledge in a variety of topics including Sailing, Paleontology, Music

EXPERIENCE

Software Development Intern – Guide Robotics (Tokyo, Japan)   June 2025 - Aug 2025

- Configured ROS and Gazebo environments to simulate a TurtleBot 4, successfully integrating both the digital twin and physical robot with internal software tools.
- Researched and implemented a YOLO-based computer vision model for object identification on a Qualcomm RB3 Gen 2 Development Kit.

Software Researcher – UCSC Procedural Generation Lab   Sept 2024 - June 2025

- Programmed scripts to generate procedural worlds using algorithms like Wave Function Collapse.
- Compiled several datasets for use in training Large Language Models and fine-tuned LLMs.
- Co-authored a confrence paper published at FDG, contributing to research and technical details.

Tutor and Grader – UCSC Baskin School of Engineering   Sept 2024 - June 2025

- Conducted weekly meetings with students to instruct on the use of 3D modeling software.
- Developed teaching materials, graded work, and provided feedback to students.

Independent Contractor – Turbostrat LLC   Mar 2024 - Apr 2024

- Designed an interactive UI and tutorial for mobile AR game.
- Planned, implemented, and documented software and design.

Robotics Club Team Lead – UCSC Slugbotics Arm Team   Sept 2023 - June 2025

- Engineered an open-source robotic arm; maintained and expanded the codebase.
- Organized meetings, demonstrated progress, and onboarded new members.

Rocket Team Contributor – UCSC Rocket Team (Thrust Vector Control)   Sept 2024 - June 2025

- Developed applications utilizing Satellite APIs and OpenCV computer vision to compare live camera feeds and identify suitable landing locations for a moving rocket.
- Conducted research and CAD for hardware components including the camera and mount.

SKILLS

Languages	Python, C# (Unity), C, C++, Javascript, HTML, CSS
Technologies	Unity, Godot, Blender 3D, LLMs, APIs, Git, Unix, ROS2, Gazebo, OpenCV, YOLO, RVis
Awards	Dean's Honors, Eagle Scout