



Logan Hardin

Award-Winning Technical
Sound Designer

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SKILLS & TOOLS

Engines:

- Unity
- Unreal
- Godot
- ForzaTech

Middleware:

- FMOD Studio
- UE4
- Wwise

Audio Tools:

- Reaper
- Pro Tools
- FabFilter

Source Control:

- Perforce
- Git

Scripting:

- C#
- Visual Scripting
- XML
- HTML/CSS
- Lua
- GDScript
- Processing

Misc:

- C++
- VCV Rack
- Max MSP
- Autodesk Maya
- Adobe Suite
- Office Suite

EXPERIENCE

Turn 10 Studios - Sound Designer

Forza Motorsport (Xbox Series X|S, PC) June 2021 - Present

- Designed and Implemented audio systems, including Reactive Cockpit Audio and Audio Description
- Created and Implemented audio assets for UI, Cinematics, VO, Track Audio, and more
- Collaborated with developers, sound designers, and accessibility consultants to solve technical and creative challenges as they arose

Half-Brain Games - Audio Lead

The House Where They Dwell (PC - Steam, Itch.io) Spring 2021

- Managed a team of 5 to produce SFX, VO, and music, in a primarily remote environment
- Implemented and mixed all audio and logic through Blueprints, Sound Cues, and Sound Classes
- Worked with fellow student developers to realize game vision through Audio natively in UE4

Husky Game Development - Audio Designer

Roboxing (PC - Itch.io) Winter 2019-20

- Designed sound effects & wrote original adaptive music
- Mixed in FMOD Studio for arcade cabinet and home computers

The LIVE Lab & Triseum - Sound Designer

Variant: Limits, ARTé: Lumière, et. al. (PC) 2016-2018

- Composed pre-production music on Variant: Limits
- Designed sound effects for higher education research games, including prototypes for ARTé: Lumière

EDUCATION

Savannah College of Art & Design - Savannah, GA

MFA in Sound Design 2019-2022

- Authored thesis: "Prioritize, Produce, Playtest: Iterative Audio Systems Design in Modern Video Games."
- Studied Audio Production, Post-Production, and Interactive Audio
- Organized meetings for Game Audio Experience (GAX) club

Texas A&M University - College Station, TX

BS in Visualization 2015-2019

- Studied Game Design, 2D & 3D art, and Programming
- Honed Game Audio skills via student projects and self-teaching
- Minored in Performance Studies