Logan Hardin

Award-Winning Technical Sound Designer

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in Logan Hardin

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   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   Winter-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   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.   2016-2018
- Contracted for 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