


Logan Hardin

Technical Sound Designer

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SKILLS & TOOLS

Primary:

- Reaper
- FMOD Studio
- Wwise
- Unity (C#)
- Unreal Engine (Blueprints)
- Adobe Audition
- Perforce
- Git
- C++
- Pro Tools
- FabFilter

Additional:

- HTML
- XML
- Adobe Suite (Photoshop, Illustrator, Flash, After Effects, Premiere Pro)
- Office Suite (Word, Excel, PowerPoint, Drive, and equivalents)
- Scripting

EXPERIENCE

Turn 10 Studios - Sound Designer

Forza Motorsport

June 2021 - Present

- Designed and Implemented audio systems, such as Audio Description and Reactive Cockpit View
- Created and Implemented sound effects for UI, Cinematics, VO, and Track Audio
- Solved various technical challenges as they arose

Half-Brain Games - Audio Lead

The House Where They Dwell

Winter-Spring 2021

- Worked with fellow student developers to realize game vision through Audio natively in UE4
- 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

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 initially for music composition with Triseum
- Developed higher education games and concepts later with The LIVE lab

EDUCATION

Savannah College of Art & Design - Savannah, GA

MFA in Sound Design

2019-2022

- Studied Audio Production and Post-Production with a focus on Interactive Audio
- Organized meetings and content as officer of Game Audio Experience (GAX) club
- Authored thesis: "Prioritize, Produce, Playtest: Iterative Audio Systems Design in Modern Video Games."

Texas A&M University - College Station, TX

BS in Visualization

2015-2019

- Studied Game Audio, Game Design, 2D, and 3D art
- Minored in Performance Studies