Logan Hardin

Technical Sound Designer

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🐦 @Snoopy_20111

in Logan Hardin

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

SOUND DESIGNER at Turn 10 Studios
June 2021-Present
- Shipped Forza Motorsport (2023)
- 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

AUDIO DIRECTOR for The House Where They Dwell
Winter-Spring 2021
- Worked with 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

AUDIO DESIGNER for Roboxing
Winter 2019-20
- Designed sound effects & wrote original adaptive music
- Mixed project in FMOD Studio for arcade cabinet and home computers

SOUND DESIGNER at The LIVE Lab & Triseum
2016-2018
- Developed higher education games and concepts in Game Development research lab, including projects that became Variant: Limits & ARTé: Lumière

EDUCATION

Savannah College of Art & Design - Sav, 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

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