Logan Hardin

Technical Sound Designer

✉ loganhardin.sound@gmail
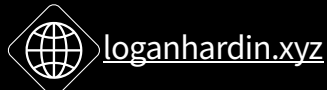
🌐 loganhardin.xyz
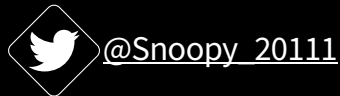
🐦 @Snoopy_20111

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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