



# Logan Hardin

Technical Sound Designer



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snoopy20111.bandcamp

## SHIPPED TITLES

Roboxing (Tyler Eichten)

ARTé: Lumière (LIVElab)

Variant: Limits (Triseum)

Variant: Prime (LIVElab)

## I ENJOY...

- History
- Trains and Industry
- A good challenge
- Barbecue
- Halo
- The broad strokes
- Dogs
- "Old People" music
- Supporting loved ones
- The fine details
- Gretsch guitars
- A job well done

## EXPERIENCE

### AUDIO DESIGNER for ROBOXING

Winter 2019-20

- Designed SFX & music for arcade Robot boxing game
- Dynamic mix and adaptive music (FMOD), published to Itch.io, soundtrack EP published to Bandcamp

### SOUND DESIGNER at The LIVE Lab

March 2017-18

- Developed higher education games and concepts in Game Development research lab, including projects that became Variant: Prime & ARTé: Lumière

### COMPOSER at TRISEUM LTD

October - December 2016

- Contracted for Music Composition for Variant: Limits

## EDUCATION

### Texas A&M University - College Station, TX

BS in Visualization, 2015-2019

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

### Savannah College of Art & Design - Sav, GA

MFA in Sound Design, 2019-2022

- Studied various elements of mixing, Production, and Post-Production, focusing heavily on interactive audio skills in classes and extracurricular projects

## SKILLS

<b>Cockos Reaper</b> ...	7 years	<b>Office Suite</b>	~10 Years
<b>FMOD Studio</b>	4 years	(Word, Excel, PowerPoint, Drive, and equivalents)	
<b>Wwise</b>	3 years	<b>Adobe Suite</b>	~10 Years
<b>Unity</b> (C#)	9 years	(Photoshop, Illustrator, Flash, After Effects, Premiere Pro)	
<b>UE4</b> (Blueprints)	4 years	<b>Pro Tools</b>	1 Year
<b>C++</b>	4 years	<b>Izotope RX7</b>	3 Years
<b>Perforce</b>	3 years		
<b>Git</b>	3 years		