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

References available upon request

EXPERIENCE

Turn 10 Studios - Sound Designer

<u>Forza Motorsport</u> (Xbox Series X|S, PC)   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

<u>The House Where They Dwell</u> (PC - Steam, Itch.io)   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

<u>Roboxing</u> (PC - Itch.io)   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

<u>Variant: Limits</u>, <u>ARTé: Lumière</u>, et. al. (PC)   2016-2018
- Composed 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