


Logan Hardin

Award-Winning Technical
Sound Designer

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SKILLS & TOOLS

Engines:

- Unity
- Unreal
- Godot
- ForzaTech

Middleware:

- FMOD Studio
- UE4
- Wwise

Audio Tools:

- Reaper
- Pro Tools
- FabFilter

Source Control:

- Perforce
- Git

Scripting:

- C#
- Blueprints
- TypeScript
- XML
- GDScript
- HTML/CSS
- Lua
- Processing

Misc:

- C++
- VCV Rack
- Max MSP
- Autodesk Maya
- Adobe Suite
- Office Suite

EXPERIENCE

Meta Creative Audio - Technical Sound Designer

Horizon Worlds (Meta Quest, Desktop, Mobile) May 2021 - Jan 2024

- Wrote audio components for Sound Designers, reducing programmer dependence and expanding functionality
- Authored scripts for Horizon Worlds that augmented Sound Designers' capabilities for centralized events
- Guided features of new audio middleware integration, resulting in faster workflows for Designers and users

Turn 10 Studios - Sound Designer

Forza Motorsport (Xbox Series X|S, PC) June 2021 - Jan 2024

- Designed & Implemented audio systems such as Reactive Cockpit Audio and Audio Description
- Crafted audio assets for UI, Cinematics, VO, and Track Audio to increase player impact and immersion
- Collaborated with accessibility consultants to ensure high-quality experiences for all users, making Forza the most accessible racing game ever.

Half-Brain Games - Audio Lead

The House Where They Dwell (PC) Oct 2021 - June 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 Unreal Engine Blueprints, Sound Cues, and Sound Classes

Husky Game Development - Audio Designer

Roboxing (PC) Dec 2019 - March 2020

- Designed sound effects, wrote adaptive music, and mixed targetting home computers and a custom arcade cabinet

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