Logan Hardin

Award-Winning Technical Sound Designer

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in Logan Hardin

SKILLS & TOOLS

Engines:
- Unreal
- Unity
- Godot
- ForzaTech

Middleware:
- FMOD Studio
- Wwise
- UE5

Audio Tools:
- Reaper
- Pro Tools
- FabFilter

Source Control:
- Perforce
- Git
- Mercurial

Languages:
- C / C++
- C#
- Blueprints
- PowerShell
- TypeScript
- XML
- GDScript
- HTML/CSS
- Lua
- Processing

Misc:
- VCV Rack
- Max MSP
- Autodesk Maya
- Adobe Suite
- Office Suite

EXPERIENCE

Meta Creative Audio - Technical Sound Designer

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

- Guided integration of new audio middleware, speeding up Sound Design workflows and pre-empting core issues
- Supported Designers directly by scripting tools and integrating audio into worlds and spaces
- Wrote audio components for Sound Designers, reducing programmer dependence and expanding functionality.

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 2020 - 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 all audio, targeting PCs and a custom arcade cabinet.

EDUCATION

Savannah College of Art & Design - Savannah, GA

MFA in Sound Design   2019-2022

- Authored and defended thesis: "Prioritize, Produce, Playtest: Iterative Audio Systems Design in Modern Video Games."
- Produced multiple student films in Production & Post-Prod roles
- Organized meetings and connected students with professionals as an officer for Game Audio Experience club.

Texas A&M University - College Station, TX

BS in Visualization, Minor in Perf. Studies   2015-2019

- Connected and studied with artists, designers, and programmers
- Prototyped Game-Based Learning projects with The LIVE Lab
- Volunteered at SIGGRAPH 2019 conference as chapter member.