

ADAM LOGAN

Junior Software Engineer

✉ adamlogancs@gmail.com

☎ (678) 689-7884

📍 Atlanta, GA

🌐 [LinkedIn](#)

🌐 [Portfolio Site](#)

EDUCATION

Bachelor of Science

Computer Science

Kennesaw State University

📍 Kennesaw, GA

🎓 GPA: 3.8

Relevant courses

- Object Oriented Programming
- Data Structures & Algorithms
- Full Stack Development

SKILLS

- JavaScript
- ReactJS
- MongoDB (Express)
- Node.js
- C# (Unity)
- Java
- React Native
- *Very Adaptable*

CERTIFICATIONS

- JavaScript Algorithms and Data Structures (Arrays, Functions, OOP, etc.)
- Back End Development and APIs (Node.js, Express, MongoDB, etc.)
- Responsive Web Design (HTML, CSS, Flexbox, CSS Grid, etc.)

WORK EXPERIENCE

Freelance Software Engineer

Full Auto Mobile Detailing (MERN Stack - Business App)

📅 January 2024 - current

📍 Atlanta, GA

- Developed MERN Stack-based auto detailing business site for a client with service details, pricing, and user-friendly interface.
- Implemented seamless online booking system for clients to schedule detailing appointments.
- Designed dynamic gallery showcasing completed projects, enhancing visual appeal.
- Created efficient contact section for client communication, improving engagement.

Freelance Software Engineer

McQueen's Exterior Services (MERN Stack - Business App)

📅 August 2023 - December 2023

📍 Atlanta, GA

- Developed MERN Stack app for a client with services such as holiday lighting, gutter cleaning, trash bin cleaning, screen installation, etc.
- Implemented a streamlined "Book Now" feature for easy appointment scheduling.
- Designed a dynamic gallery showcasing completed projects for visual impact.
- Created an efficient contact section for seamless customer communication.

PROJECTS

Neo Snake AI - JavaScript

4 Months

- Recreated visually appealing Snake game with vibrant colors.
- Developed intelligent AI using advanced algorithms (A-star, longest pathfinding, hamiltonian cycle generation).
- Demonstrated strong problem-solving skills in optimizing AI decision-making for engaging gameplay.

Fuzzy Chess - Chess Variant AI - Unity

3.5 Months

- Led a team of 7 in developing a unique 3D Chess variant with medieval battle rules in Unity, overseeing key aspects including piece movement, turn management, input system, and camera movement.
- Spearheaded the implementation of diverse features such as board generation, corps system, AI vs AI mode, player vs player mode, tooltip system, and map selection, showcasing comprehensive leadership and technical skills in a collaborative development environment.