

# Logan Forman

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[loganforman.com](https://loganforman.com)  
[contact@loganforman.com](mailto:contact@loganforman.com)  
[github.com/dev-dwarf/](https://github.com/dev-dwarf/)

## EXPERIENCE

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### **Stirling Automation**– *Systems Programmer*

September 2022 - PRESENT

Created software to analyze data graphically and through audio for Windows 10 using C++, Win32, and OpenGL.

### **Handmade Math**– *Open Source Contributor*

December 2022 - January 2022

Implemented matrix inverses and other functions for 3d graphics. Created robust Slerp implementation for quaternions.

### **Amazon**– *SDE Intern*

May 2022 - August 2022

Designed and implemented cloud-native tools for managing and auditing Prime offer personalization programs using AWS and React. Received return offer.

### **Amazon**– *SDE Intern*

June 2021 - August 2021

Designed and implemented Java microservices to drive Prime customer acquisition through incentives targeting. Received return internship offer.

## PROJECTS

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### **Static Site Generator** [lcdf.dev/git-ssg.html](https://lcdf.dev/git-ssg.html)

Site generator for my personal website. Dec 2022.

Fast, extendable site generator in <1000 lines of C++.

### **C++ Game Engine** [lcfdev.engine.html](https://lcfdev.engine.html)

C++ Engine for 2D and 3D games. Oct 2022.

From-scratch game engine in C++ (WIP). Windowing, Input, Rendering, Audio, Multithreading, and more..

### **FEWAR-DVD** [steam.pm/app/1769510](https://steam.pm/app/1769510)

Game for PC on Steam. Dec 2022.

Speedrunning arcade game with maze-like procedurally generated levels. Positive reviews on Steam

### **SELF** [dev-dwarf.itch.io/self](https://dev-dwarf.itch.io/self)

Game for PC and Web. February 2021.

2D Platforming game with precise controls. 100,000+ players, licensed by Cool Math Games and Armor Games.

## LANGUAGES

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C, C++, Java, JavaScript, HLSL/GLSL, Lisp

English

## TOOLS

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Visual Studio, RenderDoc, MATLAB, Emacs

## TECHNOLOGIES

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DirectX11, Windows, Linux, Win32, OpenGL (>4.0), CUDA, Amazon Web Services, Git

## MATHEMATICS

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Trigonometry, Calculus,  
Partial Differential Equations (PDEs),  
Numerical Methods,  
Linear Algebra, Geometric Algebra

## EDUCATION

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### **New Mexico Tech**– *B.S. in Applied Mathematics*

Fall 2020 - Spring 2023

Currently pursuing a Bachelor's of Science in Applied Mathematics. Topics include numerical methods, partial differential equations, mathematical modeling. Honors. GPA 3.89.

### **Santa Fe Community College**– *A.S. in Computer Science*

Spring 2018 - Spring 2020

Entered dual credit program as replacement for high school. Graduated with High Honors (GPA 3.99) and Dean's List award each year.