LOGAN HOBBS

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OBJECTIVE AND PROFESSIONAL SUMMARY

I am seeking a position where I can implement my skills as a software engineer using technical abilities and innovation, while continuing to learn and grow. I have a positive attitude and self-discipline, and am proficient in working independently and in a team.

EDUCATION

North Carolina State University   Raleigh, NC
B.S. Computer Science   August 2018 - December 2021
    Honors: summa cum laude (3.86/4.0)

RELEVANT COURSEWORK

CTN:TCOM - Senior Design (IBM - Cognitive Telescope Network: Telescope Commander)
- Worked with a small team using given design documentation to create the controller
- Worked with IBM Internet of Things, Cloud Object Storage, DB2, and MQ

WORK EXPERIENCE

UES, Beavercreek, OH - Research Intern   May 2021 - Aug 2021
- Expanded a Virtual Reality environment to allow for manipulation of Universal Robots working independently and as a team.
- Allowed for realistic movement to be seen and invalid movement to be avoided. (Long term application was to aid in Machine Learning.)

Chick Fil A, Beavercreek, OH - Team Member   May 2017 - Aug 2020
- Formulated and implemented a plan with other team members, directors, and managers, during power outages and manning shortages to maintain food quality and safety while also keeping customer satisfaction consistent and high.

ACTIVITIES

Video Game Development Club, NCSU   October 2019 - Jan 2020
- Worked on honing game development skills
- Utilized code, art, logic, and debugging working together in both large and small teams.

Marching Band Leadership Team, Beavercreek HS   July 2017 - February 2018
- Led a team of twenty students to aid in maintaining the band's outstanding reputation of excellence, while optimizing efficiency in tearing down equipment used during the performance.

SKILLS

Computer Languages: Java, C, C++, C#, JavaScript
OS: Windows, Mac, Linux
Game Engine: Unreal, Unity