

LOGAN HOBBS

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OBJECTIVE AND PROFESSIONAL SUMMARY

I am seeking a position where I can implement my skills as a game 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.

WORK EXPERIENCE

Red Storm Entertainment, Raleigh, NC - Gameplay Engineer

April 2022 - Present

- Assassin's Creed Nexus VR
 - Tackled challenges of VR development through the creation of tools to optimize VFX performance for Level Designers and Cinematics
 - Aided Online Social team for Achievements and Boot Flow
 - Aided Mission Tech team for Checkpoint and Continue flow bugs

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.)

EDUCATION

North Carolina State University

Raleigh, NC

B.S. Computer Science, Game Development

August 2018 - December 2021

Honors: summa cum laude (3.86/4.0)

RELEVANT COURSEWORK

Armed Forces - Advanced Game Projects

- Designed game from ground up using Unity
- Implemented achievement system and UI themed to game design
- Coordinated with team members to create a fun and entertaining game for PC and Console

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

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: C#, Java, C, C++, JavaScript

Game Engine: Unity, Unreal