

# 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
- Ubisoft's *Mythic Quest Season 4*
  - Created VR cooking game and recorded for scene
  - Developed Animal Crossing style game
- Amazon's *The Summer I Turned Pretty Season 3*
  - Created mobile Mario style app from ground up
  - Constant communication with film studio as game direction changed
  - Utilized Apple developer process for phone deployment
- XDefiant
  - Aided Animation and Physics teams on projectile interactions
- Tom Clancy's Rainbow Six Siege, Brand Tech Team
  - Aided Online team for Telemetry bug fixes
  - Took lead on Auto-Testing Update Initiative
    - Creation of Epic and LoQ structure
    - Major refactors to enable testing on Live gamemodes
    - Made testing more data-driven for easier creation of tests by QA/QC
  - Kept stakeholders updated and discussed future work needed

## EDUCATION

**North Carolina State University**

B.S. Computer Science, Game Development

**Honors:** summa cum laude (3.86/4.0)

Raleigh, NC

August 2018 - December 2021

## 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

## SKILLS

**Computer Languages:** C#, Java, C, C++, JavaScript

**Game Engine:** Unity, Unreal, Proprietary Engines