

Logan Thatcher

LoganRThatcher@gmail.com

(805) 540-0311

<http://LoganThatcher.com>

EDUCATION

California Polytechnic State University, San Luis Obispo

Bachelor of Science, Computer Science, 2021

Concentration in Interactive Entertainment

RELEVANT COURSEWORK

Games: Game Design, Artificial Intelligence, Game Development, UI Design and Development

Graphics: Real-Time 3D Computer Graphics Software, Intro to Computer Graphics

SKILLS

Proficient developer with **Unity** and **Unreal Engine 4** game engines

Extensive experience using **C**, **C++**, **C#**, **Java**, and **Python** in complex 1000+ line programs

Collaborated in teams of various sizes with diverse skill sets and backgrounds

Strong skills in **linear algebra**, vectors, matrices & trigonometry using **OpenGL** to render games

Understanding of **Maya** and **Blender** to create simple 3D models used in my games

Working knowledge of **Git**, **Travis CI**, **Maven** and **SonarQube**

GAME PROJECTS

These selected projects, including 2 shipped games, highlight my ability to design and implement gameplay using my knowledge of C#/C++ and 3D math

Island Royale Showdown

- Developed in Unreal Engine 4
- Published on Steam
- A multiplayer first person shooter battle royale style with adaptive AI teammates

- Independently developed: 7000+ downloads, 3000 hours played
- Devised AI teammate system based on a behavioral tree structure that adapts to better support the players' playstyle
- Utilized client/server architecture to create multiplayer stability
- Built a diverse 3D environment enhanced by sound, animation, and character motion with an informative UI and HUD
- Streamlined aspects of development with UE4 blueprints

Robo Revolution

- Developed in C++ & OpenGL
- A 1v1 first person shooter with an XCOM style overview and turn system

- Collaborated with 4 team members
- Programmed directly with the OpenGL API for rendering
- Used GLSL for FX shaders to create motion blur, depth of field, artificial distortion, and reflections
- Implemented multipass rendering for shadows and transparency
- Applied rendering optimizations: view frustum and back face culling
- Created visual debuggers to verify the performance of optimization

The Legend Of Kyle

- Developed in Unity
- Published on Kongregate
- An isometric dungeon crawler with shoot 'em up (shmup) elements

- Led project design as part of a 6 person team
- Coordinated integration and worked with teammates debugging
- Developed a system of tools to efficiently create a large variety of AI enemies with minimal code repetition
- Designed a combat UI including pixel art icons and a minimap
- Enhanced the game with particles, lighting effects, and sounds

StoutKeep Tactics

- Developed in Unity
- Digital Strategy Board Game

- Prototyped several designs for a strategic digital board game
- Iterated and balanced through rounds of user testing
- Reflected on feedback to better incorporate user perspectives