

Logan Andrew Scott Sinclair

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Education & Licensing

- Bachelor of Science in Computer Engineering | University of Oklahoma | Norman, OK | May 2023
- NCEES FE Electrical and Computer Exam | January 2026

Relevant Work Experience

- Paycom – Software Developer (Level III -> IV) | Oklahoma City, OK | June 2023 – Present
 - Successfully ported the legacy Visual FoxPro central payroll engine to modern .NET 10 with no downtime
 - Designed and implemented point-in-time data snapshotting tools for deterministic calculation recreations
 - Extended CI/CD pipelines to automatically build, containerize, and deploy environments per engine change
 - Lead multiple high-stakes, year-end compliance projects across several teams, delivering on a fixed deadline with minimal production incidents
- BuzzIn.Live – Founder | Online | Apr-2018 – Present
 - Designed and implemented a multi-user game system enabling quick “quiz-bowl” style games
 - Maintains 100,000+ monthly users worldwide
 - Full-Stack development with a VPS, NodeJS backend, NGINX proxy, and Socket.IO communication
- OU Advanced Radar Research Center (OU ARRC) – Undergraduate Academic Asst. | Norman, OK | Oct 2021 – May 2022
 - Developed PyQt-based graphical utilities for radar directional control
 - Developed a LabVIEW monitoring utility for real-time radar chiller telemetry over Modbus
- Big M Construction – Full Stack Webmaster | Weatherford, OK | Jan 2018 – Sept 2018
 - Collaborated closely with the client to translate their vision into a finalized design
 - Later implemented an employment application system for submission and internal viewing

Technical Skills

- Languages / Frameworks – C#/.NET, PHP, Python, SQL, Node.js, HTML, CSS, React, LabVIEW, Visual FoxPro
- Deployment / DevOps– Docker, Kubernetes/K8s, K9s, GitLab CI/CD, NGINX, Let’s Encrypt
- Tools / Editors – dbForge, Postman, Jira, Confluence, JetBrains Suite, Visual Studio, Eclipse, VS Code, Sublime

Relevant Projects

- MBED LPC1769 “Guitar Hero” Embedded Game – Designed and implemented a complete rhythm game on bare metal using C without an RTOS, including real-time audio synthesis via hardware timers and PLLs, input handling from a custom rewired guitar controller, and game-state/UI rendering on a 4-line LCD.
- Custom Warehouse Scanning System (Capstone) – Designed an intentionally unconventional, staff-mounted “Death Star Orb” scanning device for a battery warehouse. Implemented using a Raspberry Pi 4, UPS power system, I2C 2D scanner, and audio feedback via amplifier and speaker.
- Non-Visual VR HMI Experiment – Built a haptic-only VR navigation system exploring alternative human-machine interfaces. Implemented distance-based pulse modulation to convey spatial awareness without visuals. Collected and analyzed user trial data on the effectiveness of different haptic feedback styles.

Notable Experiences & Achievements

- Boy Scouts of America – Eagle Scout & Order of the Arrow – Served in multiple leadership roles including two terms as Senior Patrol Leader. Led Eagle Scout project restoring local public trail signage.