

Logan J. Reddell

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EDUCATION

Indiana University, Luddy School of Informatics, Computing, and Engineering
Bloomington, IN

May 2027
GPA: 3.86/4.00

B.S. in Computer Science, Artificial Intelligence | Minors: Data Science, Entrepreneurship, Business

Hutton Honors College | Hudson and Holland Scholar | 4x Dean's List Recipient | Study Abroad: London, UK (Summer 2025)

EXPERIENCE

Fiserv - DevOps Engineer

June 2026 – August 2026

PowerShell, Harness, CI/CD, REST APIs, Windows/IIS, WinRM, Nexus, Agentic AI

- Improved June production-release reliability by identifying 24 CI/CD defects and correcting high-impact deployment issues that could have blocked Disaster Recovery deployments or left an unavailable production server in traffic rotation.
 - Built a portable agentic-AI DevOps workspace with six domain-specific skills, a restricted investigation agent, and evidence-grounded workflows that combined AI reasoning with deterministic PowerShell and REST API validation.
 - Automated 1,100 verified Harness CI/CD configuration changes across timeouts, approvals, credentials, and infrastructure using dry runs, backups, post-change verification, and restoration paths.
 - Built 8 Windows/IIS deployment pipelines for a previously manually deployed application with automated rollback paths, then tested all 8 across every non-production environment with a 100% success rate.
 - Earned an "Exceeded Expectations" final performance rating and was recommended for Fiserv's Analyst Program.
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TECHNICAL SKILLS

Languages: PowerShell, Python, TypeScript, Java, SQL

DevOps and Infrastructure: Harness, CI/CD, REST APIs, WinRM, IIS, Nexus, Windows Server, YAML, JSON, Git, Docker

Applied AI and GenAI: Agentic AI, AI agent workflows, custom agent skills, tool calling, human-in-the-loop validation, RAG, LangChain, LangGraph, Pydantic, ChromaDB

Frameworks and Libraries: React, Three.js, Pandas, NumPy, PyTorch, scikit-learn

PROJECTS

Voxel Sandbox Game Engine | [GitHub](#), [Demo](#)

December 2025 – Present

TypeScript, React, Three.js, React Three Fiber, Electron, Vite, Web Workers, IndexedDB

- Built a desktop voxel sandbox game engine using TypeScript, React, Three.js, and Electron, featuring procedural terrain generation, chunk streaming, and real-time block interaction systems.
- Architected a worker-based world pipeline for chunk generation and meshing with prioritized loading, geometry caching, chunk eviction, autosave, and IndexedDB-backed persistence to keep large worlds responsive during gameplay.
- Implemented core gameplay and engine systems including biomes, caves, rivers, tree generation, inventory and crafting, chest and furnace tile entities, fluid simulation, plant growth, and world save/export/import functionality.

Agentic Lyric and Audio Generation Assistant

October – December 2025

- Developed an agentic songwriting assistant in Streamlit that uses LangChain tool calling with local Ollama LLMs to route user requests into lyric drafting, multi-step "smart" lyric generation, and Suno-based audio generation.
 - Designed a retrieval workflow with a Pydantic-parsed tagging agent that generates search tags and similar songs, fetches reference lyrics via an API, and falls back to RAG using **5,000+ songs** from Ollama embeddings.
 - Implemented a robust tool layer with Pydantic-validated tool inputs, a session-scoped "last lyrics" cache, persistent chat history, and defensive error handling so the agent can chain lyric tools and audio tools while rendering exact tool outputs and downloaded audio files in the UI.
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LEADERSHIP

Machine Learning for All Club - President

Fall 2025 – Present

- Relaunched the chapter for Spring 2026, implementing a new technical curriculum that increased average meeting attendance to 20 members and established a pipeline of 3 ongoing student projects.
- Led hands-on GenAI workshops for IU students, teaching practical workflows for LLM tooling and agentic reasoning.