

Patrick Leonard

Gameplay Programmer

patrickleonard0312@gmail.com | patrickmakesgames.ca

Technical Skills

Coding

- C#
- Java
- C++
- C
- GDScript
- Python
- SQL

Tools

- Unity
 - Godot
 - Git
 - Hansoft
 - Unity Tools Creation
 - Unity Animation
 - 3DSMax
 - Microsoft Office
 - Adobe Creative Suite
 - Visual Studio
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Personal Skills

- Flexibility
 - Collaboration
 - Willingness to Learn
 - Time Management
 - Communication
 - Project and Team Management
 - Problem Solving
 - Creative Thinking
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Experience

Programming Team Lead | Goopi Inc | University Capstone Project

September 2023 – May 2024

- Designed and programmed gameplay systems for launch on Steam with remote play compatibility
- Optimized project for Xbox Series X to showcase at LevelUp Showcase Toronto
- Completed tasks to quality and assisted with UI conceptualization, design, and creation

Programming Intern | Raven Rune Entertainment

September 2023 – December 2023

- Helped with porting project from Unity to Godot
- Created documentation to help team in future with Godot development
- Communicated with supervisor using company code standards and source control

Gameplay Programmer | Keybound Studios | 3rd year University Project

September 2022 – April 2023

- Collaborated with and assisted fellow programmers within the team to achieve monthly milestones by effectively completing assigned tasks
- Worked on aspects of minimax algorithm for chess game
- Cooperated with designers and artists to design and create UI elements

Grocery Clerk | Food Basics

Summer 2023

- Replenished and organized merchandise to ensure products were available for customers
- Stocked shelves according to company policy
- Received commendations from management for meeting performance targets

Cashier | The Burger's Priest

Summer 2022

- Processed customer orders and interactions in a friendly and efficient manner
- Showed flexibility as I worked as kitchen staff or janitorial staff when necessary
- Handled stressful and high-pressure situations in calm and effective ways

Education

Bachelor of Science (honours) | Brock University

September 2020 – April 2024

- Object Oriented Principles
- Computer Hardware
- Math and Physics
- Game Design Principles
- Network Programming in C
- Algorithms/AI Programming
- Graphics Programming with OpenGL and Glut

Advanced degree in Game Development | Niagara College

September 2020 – April 2024

- Advanced Unity Game Programming techniques
- Graphics Programming with DirectX11
- Mobile Input and Building for Mobile Devices
- Unity Netcode
- Project Management
- Environment Design in Gameplay Spaces
- 3D modelling for Games