

Patrick Leonard

Programmer

patrickleonard0312@gmail.com

Technical Skills

Coding

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

Tools

- Unity
- Godot
- Git
- Github SVN
- Hansoft
- Unity Tools Creation
- Unity Animation
- Unity Profiler Tool
- Microsoft Office
- Adobe Creative Suite
- Visual Studio
- Unreal
- Unreal Blueprints
- OpenXR
- Varjo API

Personal Skills

- Flexibility
- Collaboration
- Willingness to Learn
- Time Management
- Team Management
- Detail Oriented
- Project and Team Management
- Written and Verbal Communication
- Creative Thinking
- Solution Oriented

Experience

AR VR Programmer | Catapult Tactical XR

July 2025 – Present

- Managed team of 4 for AR/VR Project using Varjo and OpenXR in Unity
- Designed and created features with AR Tracking in mind
- Lead for build testing and QA issue tracking
- Collaborated in programming fire simulation with both a high level of detail and high performance

Junior Programmer | Aboot Studios

May 2025 – July 2025

- Programmed VR Tracking systems using OpenXR in Unity
- Engaged in design meetings and suggested features that reached final product

Junior Programmer

March 2025 – April 2025

- Programmed and iterated on sound systems in Unreal Engine
- Collaborated with design teams and QA to complete systems in Unreal

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 and CNE
- Did performance tests for memory, and frame rate issues throughout development
- 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

Education

Bachelor of Science in Game Programming (honours) | Brock University

September 2020 – April 2024

- Object Oriented Principles
- Computer Hardware
- Math and Physics
- Game Design Principles
- Network Programming in C
- Server / Client networking in Java & 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
- Server / Client networking in Unity
- Project Management
- Environment Design in Gameplay Spaces
- 3D modelling for Games