LEON WONG

GAME DEVELOPER

STATEMENT

I am a Game Developer with 4 years of experience in the industry, covering both programmer and artist roles. I am looking to have more focus and specialize as a Software Engineer, specifically with Unity, and hope to grow beyond a jack-of-all-trades.

WORK HISTORY

2020 - Now — **Technical Artist - Smoking Gun Interactive**
Worked with proprietary tools for UI screen authoring and special effects. Created previz concepts for UI elements and special effects to present to our client, Microsoft.

2019 - Now — **Solo Game Developer - Self Employed**
Developing a 2D indie game entirely solo in Unity. Designed the code structure from scratch utilizing multiple design patterns. A turn-based game that heavily relies on state-based code design. Used the Playables API to create a cutscene authoring tool. Created all art and implemented them into 2D pipeline. Created the combat and AI system. And more.

2018 - 2019 — **Unity Programmer - IGG Canada**
Developed tools in Unity for Cinematic Designers to create marketing videos for Lords Mobile, a mobile strategy game. Primarily worked on creating and maintaining a cutscene authoring tool, UI systems, Editor tools, and AI behaviours.

2017 - 2017 — **UX/UI Designer - Sprung Studios**
Worked on user flows, concepts, style guides, and art creation for mobile games.

EDUCATION

Vancouver Film School 2016 - 2017
PROGRAMMING FOR GAMES, WEB + MOBILE

1 year intensive diploma course where we were taught 8 programming languages amongst other domain related skills.

Vancouver Film School 2011
DIGITAL DESIGN

1 year intensive diploma course that focuses on Interactive User Experience Design and Motion Graphics.

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■ SKILLS

Unity Development
Programming in C#
Design Patterns
UI Implementation
Unity Animation System
Unity Inspector Code
Debugging / Profiling
Prototyping
Particle Systems
2D Art and Animation

■ TOOLS

Unity
Visual Studio
Photoshop
G - suite
MS Office Suite

■ PROCESS

Agile Development
Version Control (Git and Perforce)
UML Diagrams
JIRA

■ HOBBIES

Video Games
Drawing
Reading

■ AWARDS

Best Final Game Award
VFS - Game Design + Programming
Project: DriftKing

Public Enlightenment Award
VFS - Digital Design
Project: Brainfo