



LEON KOSTER

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[LinkedIn](#)

[Portfolio](#)

HI, I'M LEON

I am a German 3D software developer with an aptitude for XR development. Currently I'm looking for Freelance opportunities to deepen my knowledge and build up a network of clients.

Additionally I am in my final year of studying Game Engineering at Saxion in the Netherlands. If you want an overview of my skills and projects, please visit my [Portfolio](#).

EDUCATION

Bachelor of Science in Game Engineering | Saxion University of Applied Sciences
SEPTEMBER 2016 – PRESENT

EXPERIENCE

Internship Game Programmer | NapNok Games
SEPTEMBER 2018 – FEBRUARY 2019

I worked as game programmer on an internal Multiplayer VR FPS with revolutionary movement mechanics

Internship | Bright Future GmbH
JANUARY 2013 – FEBRUARY 2013

Responsible for Quality Assurance. I also received an introduction to the industry environment and the inner workings of a studio.

SKILLS

- Languages: English: Fluent German: Native
- Programming Languages: C++, C#, Java, Lua
- Game Engines: Unity3D, Unreal Engine 4
- Other: GIT, Agile/Scrum
- Driver's license: Car



ACTIVITIES

Sports: Martial Arts, Handball

Hobbies: Travelling, Cooking, Learning Languages