CAMILLA LESLIE

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Skilled UI and gameplay systems Programmer capable of working closely with designers to implement and deliver UI/UX and gameplay experiences to players while maintaining the line between aesthetics and functionality. Collaborative team-player striving to make impactful experiences in gaming through UI implementation, accessibility, and development of core gameplay systems.

SKILLS AND ABILITIES

C++/C# Programming	UI/UX Design & Programming	Complex Gameplay Systems
Unity/Unreal/Godot	Build Automation	Blender/Inkscape

EXPERIENCE

666 Malevolence Lane - 2025 - 2026:

- Minigame focused local multiplayer experience with a horror/spooky theme
- Various minigames from three main archetypal categories, each game is unique
- Hub room between minigames that lets last place players choose next minigame

Pizza Wizard: 144X - 2025:

- Arcade style pizza delivery game with spell and car upgrade mechanics
- Developed dynamic minimap with markers that accurately display relevant locations to player
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Bone Rolla - 2023:

- Roguelike deck builder game where you collect and use dice instead of cards
- Features randomized hands of dice during combat against single enemies
- Randomized layouts and types of rooms between each encounter
- Simple RPG system with level ups, random perks on level, etc.

RandomItemGen - 2022:

- Developed custom tooltip system used very heavily in most aspects of this project
- Implemented movable, closable, and openable UI panels seen in games like WoW
- Path of Exile like item generation, variable number of modifiers based on item level and rarity
- World of Warcraft like talent system, tiered options with pre-requisite talents, multiple trees
- Features in-depth stat display for base and modified stats due to equipment contribution

Deep Cover - 2022:

- Unique stealth mechanic of drawing your own camo to avoid enemy detection
- Samples area of map background around player and calculates color similarity between camo and ground, affects a variable at which range enemies can detect the player from

Duality - 2018:

- Features simple puzzle mechanics such as using keys and keypads to open locked doors

EDUCATION

Shawnee State University – Portsmouth, OH   **2026**

Digital Simulation and Game Programming - 3.60 GPA