CAMILLA LESLIE

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OBJECTIVE

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

EXPERIENCE

Solo-Developed multiple projects that span many areas of development such as:

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:

- Top down stealth game made in 72 hours for Shawnee Game Jam in 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:

- Platformer Puzzle game made in 72 hours for itch.io Weekly Game Jam #76
- Features simple puzzle mechanics such as using keys and keypads to open locked doors

Various Solo Projects - 2016-2024:

- First Person RPG project with wall climb, movable and grabbable physics items, DoF, water
- Multiplayer project with synchronized random level generation using seeds, drivable vehicle, etc.
- Pocket Healer - Mobile healer game previously released on Google Play Store (2017-2020), featured a very simplified version of being a healer in a party based game like WoW

EDUCATION

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

Digital Simulation and Game Programming - 3.70 GPA