



# Leandro Carrigan-Chiasson

## Profile

Eager Software Developer adept at learning and integrating new systems. 3 years of cumulative experience in low-level and high-level programming languages (C++, C#) and familiar with publishing games on game distribution frameworks (Steam, Itch.io).

## Employment History

### Lead Programmer (C#) (Remote) at Operarii , Ottawa

May 2020 — Present

- Implementing and modifying new systems within custom framework of Unity Engine.
- Worked well independently and on a team to solve problems.
- Exhibited excellent self-discipline and self-management skills.

### Programming Contact at Pigfrog Studios, Ottawa

January 2021 — Present

- Responded quickly and efficiently to any programming concerns.
- Sought to work through challenges and foster a positive team spirit.
- Managed weekly programming submissions by building and play testing project

## Education

### Ontario College Advanced Diploma (Arts and Design), Algonquin College, Ottawa

September 2018 — April 2021

- Learned both artistic and programming techniques pertaining to Game Development.
- Experience in Adobe Illustrator, Photoshop, 3ds Max.
- Experience in unique programming frameworks (OpenGL, Unity Engine, Unreal Engine...).

## Extra-curricular activities

### Game Makers Toolkit Game Jam 2020, Ottawa

July 2020 — July 2020

- Fully programmed and submitted game within 48 hour time period.
- Quickly adapted and conceptualized game idea based on theme announced at start of Game Jam.

## References

References available upon request

## Details

613-327-6533

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## Links

<https://github.com/LeandroCCplusplus>

<https://leandrocc.itch.io>

<https://leandrocplusplus.github.io>

## Skills

Computer Skills

Hard Working

Ability to Work Under Pressure

Problem Solving

Ability to Learn Quickly

## Languages

English

French

Spanish