Leah Blasczyk

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Education:

University of Wisconsin Madison- Started Fall 2023; Graduating Fall 2025 Master's of Computer Science - Professional Masters Program

Current GPA: 3.813

University of Wisconsin Whitewater - Completed May 2021

Bachelor of Science - Triple Major

Media Arts and Game Development | Pure Mathematics | Computer Science

Overall GPA: 3.917

Work Experience:

7/2021-Present | Game Engineer II

Filament Games - Madison, WI

- Released several games as the lead engineer of small agile development teams.
- Performed maintenance and performance improvements on educational games for various clients.
- Worked in Unity and Unreal Engine 4 using C#, JavaScript, and Blueprints.
- Utilized Jenkins and GitLab CI for deploying Apple, Android, and WebGl applications.
- Created applications utilizing AR, VR, kiosk support, accessibility features, and analytics.

Relevant Projects:

8/2023-12/2024 | **Some Assembly Required** & **My Robot** (RoboBo) - Engineer Filament Games & Meta Released Titles

- Collaborated with a small development team to release RoboCo spin-offs for Meta Quest 2 & 3.
- Developed several VR- and MR-only features including out-of-bounds visibility and room-space object placement.
- Optimized a 9-year-old code base to perform well on a Meta Quest 2.

4/2022-10/2022 | **People's Pie** - Lead Engineer

Filament Games & iCivics Released Title

- Created a game from start to finish as the only engineer on the project.
- Released an educational game for middle schoolers to learn about the federal budget.
 - This game can be found on the <u>web</u>, <u>Google Play</u> store, and the <u>Apple App</u> store.
- Awarded GEE! Award in summer 2023.

Awards:

- <u>GEE! Award</u> for Best **Formal Learning** Game with <u>People's Pie</u> (2023)
- First Place in IGDA Foundation Game Jam (2022) with Crafted Chimera
- Awarded Best Student in MAGD major at UW-Whitewater Video Link (2021)
- Awarded **Best in Show** at online MAGD Expo for <u>Split</u> (2020) and <u>End of the Party</u> (2021)