

Leonard Allain-Launay

**Gameplay Programmer**

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<https://LeonardA-L.github.io>

## Technologies



Unity



C# Game Development



C++ Game Development

JavaScript, git  
SVN, Perforce

French Native • English Bilingual • German B2

## Work Experience



**Freelance Developer at Potted Curse**

January 2023 - Present

Freelance development for various client in Unity (VR, AR, tools), while developping Brood.



**Gameplay Programmer at Science X Games**

September 2021 - December 2022

Gameplay programming and shader design on the current unannounced video game project. Using Unity engine and C#.



**Gameplay Programmer at Leikir Studio**

March 2019 - July 2021

Gameplay programming on Rogue Lords multi-platform fighting game, using Unity engine and C#.



**Gameplay Programmer at Wild Sheep Studio**

September 2017 - January 2019

Gameplay programming on Wild.



**Growth Engineer at CodinGame San Francisco**

October 2016 - July 2017

Implemented technical solutions to drive the growth of the company in San Francisco and the Bay area. Work on the startup's strategy. CodinGame is an online gaming platform for developers, offering programming games and contests.

## Education



**Post-Master Video games and Transmedia, Gobelins -- Enjmin**

Graduated 2018

Game Design, Level Design, Shaders, Game UI/UX



**Engineering Master Degree at INSA Lyon, France**

Graduated 2016

Programming, UI/UX, Graphics programming (OpenGL), Hardware Architecture, Networks, Databases, Project management, Algebra, ...

## Personal Projects



**Useless Game Dev Youtube Channel**

Unity, C#

Where I make small game prototypes and program silly ideas I have.  
Helps me scratch the itch to work on new stuff, learn and explore.