Leonard Allain-Launay

Gameplay Programmer

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https://LeonardA-L.github.io

Technologies

Unity

C# Game Development

C++ Game Development

Java, JavaScript
Web full stack
Angular, Node
SQL, MongoDB
git, Docker

French Native ● **English** Bilingual ● **German** B2

Work Experience

Gameplay Programmer at Science X Games
September 2021 - Present
Gameplay programming 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.

Full Stack intern at CodinGame
April 2016 - September 2016
Developed games and features for the CodinGame platform, with Pixi.js, Angular/HTML5/SASS for the frontend part, Java and Lua on the backend.

Education

Post-Master Video games and Transmedia, Gobelins -- Enjmin
Promotion 2018
Game Design, Level Design, Shaders, Game UI/UX

Engineering Master Degree at INSA Lyon, France
Promotion 2016
Programming, UI/UX, Graphics programming (OpenGL), Hardware Architecture, Networks, Databases, Project management, Algebra, ...

Personal Projects

Hamsterstellar
Unity, C# https://LeonardA-L.github.io/GGJ2020/
Chaotic physics-based game where you build your spaceship out of random scrap parts. Entry for the Global Game Jam 2020, playable in your browser.

Tread Lightly
Unity, C# https://vonrickroll.itch.io/tread-lightly
Spooky game where you must find your way through a dark mansion, having only one light bulb in your posession. Will you be able to piece together the clues of your own story? Entry for the GTMK Jam 2019, playable in your browser.

Very Bad Greeks
Unity, C# https://verybadgreeks.itch.io/very-bad-greeks
Multiplayer coop game. Very Bad Greeks has you play as four Greek Gods, fallen into modern Greece, in a challenging mix of hack'n'slash and puzzle game.