Leonard Allain-Launay
Gameplay Programmer
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https://LeonardA-L.github.io

Technologies

Unity

C#

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 Wild Sheep Studio
September 2017 - Present
Gameplay programming on *Wild*.

Growth Engineer at CodinGame
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.

Full Stack intern at SpeakPlus
May 2015 - September 2015
Implemented features for the SpeakPlus platform, with the MEAN stack (MongoDB, Express, Angular, Node). SpeakPlus offers 1-on-1 language courses.

Full Stack intern at CodinGame
June 2014 - September 2014
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, ...

Projects

Crapette
Angular, Node, Websockets. http://LeonardA-L.github.io/crapette/
Web version of the traditionnal French card game. Playable for two people online.

HTCK
Angular, JavaScript. http://htck.github.io/bayeux/
Allows you to create your own version of the Bayeux tapestry, exported as JPG or animated GIF.