

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 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.



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



Very Bad Greeks

Unity, C# <https://verybadgreek.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.



Shrouded Woods

Unity, WebVR, WebGL <https://leonarda-l.github.io/ShroudedWoods>

Small WebVR game, entry (and now winner of a honorable mention) in Mozilla's WebVR Experience Challenge.



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.