



leo schweiger

software developer

about

I'm a student and game developer based in Salzburg, Austria, focused on creating effective, interesting and fun software. Since 2018, I have been working on projects ranging from utility tools to fully released games. My technical and artistic background allowed me to create multiple [game projects](#) already.

experience

- 2025 Second Stage Studio** ↗
game programmer intern, indie game studio
developing a multiplayer game in defold
implementing UI, tools and shaders
- 2024 Buffactory Media GmbH** ↗
ad creative developer intern, advertising agency
designing web advertisements and collaborated on
tracking services to optimize campaign performance
- 2022 Target Group Publishing GmbH** ↗
editorial designer intern, publishing agency
designing layouts for magazines and print advertisements
- 2021 Mediasquad GmbH** ↗
VR developer intern, studio for extended reality apps
developing a prototype for a VR puzzle game for Oculus Quest

education

- 2023–2026 Salzburg University of Applied Sciences** ↗
bachelor program MultiMediaTechnology
game development and augmented reality
- 2017–2022 HTL Bau und Design Innsbruck** ↗
higher vocational school focusing on graphic-design
focusing on graphic-design and marketing

skills

competence	applications	tools
game development	Unity 3D	C#, C++, Lua
shaders, rendering	Defold	Python, SQL
tools, editor	Unreal Engine	HTML, CSS, JS, PHP