

LEO BUNYEA

SOFTWARE ENGINEER • GAME DESIGNER



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[Irbunyea](#)

SKILLS

Programming	C# • C++ • Java • SQL • Python • HTML • CSS • Javascript
Utilities	PlasticSCM • Git
Software	Unity • Visual Studio • Sony Vegas • Adobe Creative Suite

EXPERIENCE

MassDiGI | Summer Innovation Program Intern Summer 2018

- Design and Quality Assurance lead on a development team of six.
- Prototyped 13 different mobile game mechanics in one week.
- On schedule to bring a mobile game from concept to launch ready over the course of 12 weeks.

The Lost Manuscript | Producer • Lead Programmer May 2016 - Nov 2017

- Managed a team of four developers with diverse disciplines.
- Designed and implemented three minigames that teach players vocabulary in a new language.

Ignite at WPI | Instructor Assistant Summer 2017

- Wrote and taught a week long curriculum to show middle school girls how to make games.

PROJECTS

Gotta Go | Lead Designer Jan 2017 - Present

- Progression based board game about the anti-transgender bathroom bill.
- Designed core gameplay and player experience.
- Shown at Games For Change 2017, RPI GameFest 2017, Worcester Games MEGA Meetup, WPI ShowFest 2017, and QGCon 2018.

EDUCATION

Worcester Polytechnic Institute Expected May 2019

BA in Interactive Media and Game Design

Minor in Computer Science

GPA 3.80 / 4.00

LEADERSHIP

(2015-2016) Vice President, Game Development Club

(2016-2017) Safe Zone Committee Student Representative, The Alliance

(2018) Arts & Sciences Student Advisory Council, Arts and Sciences Department

(2016-2017) Student Representative, Interactive Media and Games Department