

## Contact

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## Top Skills

Gitlab

LangChain

Python (Programming Language)

## Certifications

ANU-ASTRO1x: Greatest Unsolved Mysteries of the Universe

MITx 16.00x: Introduction to Aerospace Engineering: Astronautics and Human Spaceflight

WAI0.1x: Introduction to Web Accessibility

# Torrin Leonard

Full Stack Software Developer

Waterloo, Ontario, Canada

## Summary

Hi there, I'm Torrin Leonard, my love for coding began in high school building Python calculators and Django servers, eventually leading me to the creation of a Blender plugin with my brothers. Outside of coding, you'll catch me doing some digital photography, long bike rides, and indulging in a great cappuccino. Passionate about open source projects, my goal has always been to create clean, user/developer friendly software. Checkout the rest of my profile below to learn more about my work and journey!

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## Experience

### Equator

Full Stack Software Developer

March 2023 - Present (2 years 6 months)

Waterloo, Ontario, Canada

As a Full Stack Software Developer at Equator Studios, I led the development of innovative mapping and AI-driven tools that streamline workflows for professionals worldwide. I built our flagship AI proposal creation tool from the ground up, designed and deployed internal and production servers, and created a custom UI framework that powers both our GIS mapping and AI applications. My work involved building functional and accessible interfaces, integrating AI technologies such as ChatGPT, Qdrant, image generation, and geospatial models, as well as implementing Stripe payment systems. I also gained hands-on experience with deployment pipelines, Docker, Linux/Ubuntu, GitLab CI/CD, and server/domain setup. In addition to deepening my expertise in JavaScript, React, Express.js, FastAPI, and MongoDB, I spearheaded the development of reusable UI libraries, guided other developers through onboarding, and established internal tools and processes to support efficient collaboration.

### This Cozy Studio Inc

Co-Founder, CEO, Lead Software Engineer and Web Developer

October 2021 - June 2025 (3 years 9 months)

Waterloo, Ontario, Canada

As the Co-Founder, CEO, and Lead Software Engineer of This Cozy Studio Inc., I combined technical expertise with leadership to grow the company and deliver innovative Web3 and 3D solutions. I developed Blend\_My\_NFTs, a widely adopted Blender add-on for generating 3D NFT models, which has earned nearly 1,000 stars on GitHub and been customized for client needs. My work also included building and deploying multiple NFT collections—such as Cozy Place, Vox Coodles, Omni Coin, Metapanda, and AKidCalledBeast—as well as designing our company website and creating a cloud rendering, storage, and NFT minting platform for 3D artists. Beyond engineering, I managed a small creative team, oversaw finances and client relationships, and streamlined workflows with Python-based automation systems. My experience spans blockchain ecosystems like Ethereum, Cardano, and Polygon, as well as decentralized storage solutions such as Arweave, giving me a unique mix of technical, creative, and managerial skills.

worX4you inc. Custom Software Testing Solutions  
QA, Accessibility, and Automation Software Tester  
June 2013 - June 2025 (12 years 1 month)

As a Software Assurance Engineer contractor at worX4you, I worked on projects for clients including THRILLWORKS, League, TunnelBear, Hubba, and Hopscotch, where I focused on both manual and automated testing. Using tools such as JavaScript, TypeScript, TestCafe, Jira, Slack, GitHub, and VS Code, I developed and executed test plans to ensure product quality and reliability. A key part of my role was researching and applying WCAG accessibility standards, helping teams improve inclusivity and compliance across their applications. This experience allowed me to strengthen my expertise in software testing, accessibility, and cross-team collaboration across diverse projects and industries.

Endangered Labs  
Software Developer  
April 2022 - March 2023 (1 year)  
Waterloo, Ontario, Canada

As the CEO and Co-Founder of This Cozy Studio, I had the opportunity to work as a contractor with the talented team at Endangered Labs on the Metapanda NFT project. My team and I were responsible for generating a large number of 3D assets for this project, including .glb 3D models and two sets of .png images, and ERC721 .json metadata files. We utilized a highly customized version of our open-source software, Blend\_My\_NFTs, to generate 10,000

unique Metapandas, each consisting of 1 fully rigged and animation ready .glb, 1 transparent background image, and 1 image with a randomized background.

Our team also developed custom rule sets for the assets that make up each Metapanda, ensuring that certain poses would not have certain combinations of "Attributes". This was a challenging task that required a lot of work to develop and test.

In addition to 3D modeling and image generation, I also had a significant role in the technical aspects of the project, including the implementation of AR and face tracking functionality. I developed a custom Python/Blender solution to apply materials to specific mesh faces, and also facilitated the rendering process across multiple render nodes. I even created custom Python scripts to speed up the rendering process and compile randomized background images onto all of the Metapanda .png images. Overall, it was a great experience to work with the Endangered Labs team and utilize my skills in Python development, 3D modeling and 3D graphical software like Blender, and rendering technology.

## THRILLWORKS

QA software tester

December 2021 - September 2022 (10 months)

## Omniverse Labs

Software Developer

April 2022 - August 2022 (5 months)

Waterloo, Ontario, Canada

In April of 2022, I had the opportunity to work on the Greg ONFT project for Omniverse DAO's new service, Omni X. As a member of the This Cozy Studio team, I was responsible for utilizing my Python development skills to generate and prepare 4,500 3D rendered animations of 'Gregs'. We used our open-source Blender add-on, Blend\_My\_NFTs, to make the creation of 3D NFT collections like the Gregs as easy as possible. Our team also organized the assets in a way that allowed us to easily render out 7 separate Greg collections for the different blockchain logos, making each NFT unique. Utilizing our powerful cloud and in-house rendering resources, we generated all the Greg animations and static images in a matter of days. We also customized the ERC721 metadata for all 4,500 Gregs to ensure they would appear properly on marketplaces and include an attribute for which chain they were minted on. Overall, it was a great experience working on this project

and I am proud of the skills and experience in 3D modeling and 3D graphical software like Blender that I was able to contribute.

## Coodles

Software Developer

February 2022 - May 2022 (4 months)

Waterloo, Ontario, Canada

I had the pleasure of working with the team at Coodles.io on the Vox Coodles NFT project. My team and I were responsible for rendering and generating the Vox Coodles NFT collection, utilizing our open source 3D model NFT generator "Blend\_My\_NFTs". We facilitated the render process of 3D animated models, thumbnail images, and ERC721 json metadata.

To ensure the process went as smoothly as possible, I developed several Python scripts to automate and streamline the workflow. The project launched on the marketplace OpenSea and was quite successful.

We used Blender, Python, and Blender's Python API to interface with Blender and directly interact with the 3D models and 3D environment to generate out 10,000 unique Vox Coodles 3D animated models. This project allowed me to showcase my skills in Python development, 3D modeling and 3D graphical software like Blender, and rendering technology.

## League

QA, Accessibility, and Automation Software Tester

March 2021 - May 2022 (1 year 3 months)

Waterloo, Ontario, Canada

As a Quality Assurance Engineer at League, I contributed to the development of President's Choice's PC Health app and League's Health OS platform by ensuring functionality, usability, and accessibility across web and mobile.

I built and maintained automated tests in TypeScript/JavaScript using TestCafe, conducted manual and accessibility testing in alignment with WCAG standards, and collaborated closely with developers to identify and resolve issues before release. I also leveraged tools like Jira, Slack, GitHub, and VS Code to streamline workflows and improve communication between teams. This role strengthened my skills in automated testing, accessibility compliance, and cross-team collaboration while ensuring a seamless experience for end users.

## worX4you Wearables

## Founder and CEO

August 2021 - November 2021 (4 months)

Waterloo, Ontario, Canada

As Co-Founder and CEO of worX4you Wearables, I led the development and research of wearable technologies aimed at mitigating the negative effects of climate change on the human body. My efforts resulted in the successful prototype and design of personal, wearable heat pump units that could both cool and heat individuals wearing thermal suits. Through my work at worX4you Wearables, I acquired a understanding of the potential applications of wearable technologies and how they can be utilized to address pressing environmental challenges. This endeavor required a synthesis of technical proficiency, creativity, and strategic thinking, as well as the use of software like Fusion360 and 3D printers. My experience and knowledge in this field make me a valuable asset to any organization seeking to innovate in the field of wearable technologies and tackle the challenges posed by climate change.

## Pivot Careers

### Founder and CEO

August 2020 - October 2021 (1 year 3 months)

Waterloo, Ontario, Canada

As the Founder and CEO of Pivot Careers, I researched and developed an online onboarding platform designed to help companies create training courses for new hires. I conducted market research, spoke with professionals in the recruitment industry, and explored ways to improve the efficiency of employee onboarding through technology. While not heavily technical, this role highlighted my entrepreneurial drive, product design thinking, and ability to identify business opportunities.

## TunnelBear

### Software QA Tester

April 2017 - February 2021 (3 years 11 months)

As a Software QA Tester at TunnelBear, I tested and assured the quality of products such as the TunnelBear VPN, Remembear Password Manager, and MacOS VPN applications. I worked closely with the development team to identify, reproduce, and document issues, ensuring secure, reliable, and user-friendly releases. My nearly four years at TunnelBear gave me valuable experience in software testing, quality assurance, and collaborating with a dedicated team on widely used consumer applications.

## Hubba

Software QA Tester

April 2015 - February 2021 (5 years 11 months)

Hopscotch

Software QA Tester

October 2013 - December 2015 (2 years 3 months)

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## Education

University of Waterloo

Honours Co-op, Astronomy and physics · (2021 - 2026)

Sir John A. Macdonald

High school Diploma · (2017 - 2021)