

Colin Leet

Unity programmer and 3D generalist looking to expand knowledge in applied 3D problem-solving; hopefully in a social environment. Showreel & portfolio at <http://colinleet.com>

EDUCATION DEGREES

Denison University, Granville, OH (AUGUST 2010 - DECEMBER 2015)

Computer Science BA, Communication Minor

Washtenaw Community College, Ann Arbor, MI (JUNE 2013 - DECEMBER 2015)

Associates Applied 3D Animation

EXPERIENCE

Project Rising Pheonix

Game Programmer

JULY 2019 - CURRENT

I'm currently developing AI and the targeting system for game's NPCs in Unreal Engine, using Blueprints, C++, and EQS (Environmental Query System). Project Rising Pheonix is a 3rd-Person-MOBA similar to Paragon. It's a small indie studio made out of volunteers developing all around the world.

Merit Network, Ann Arbor, MI

Game Designer/Developer

MARCH 2016 - MAY 2018

Worked as a game designer / developer for The Michigan Cyber Range at Merit Network making two VR / 3D worlds. Was responsible for all aspects of in game development including: asset sourcing, level layouts, game logic, scripting, networking, prototyping, debugging, testing, UX/UI design, texturing, and modeling. Both projects were developed in Unity Game Engine and C#. Extensive experience integrating 3rd party code from Unity Asset Store. Developed many editor tools and pipeline workflows in C# (Unity Editor) & Python 3 (Blender) to speed up repetitive tasks and automate elements of the game design process.

Denison University, The Open House, Granville, OH

Internship for Denison Religious Understanding

AUGUST 2012 - MAY 2013

I led Denison Religious Understanding, a student group that discussed inter-religious, political, cultural, and moral topics and concerns through dialogues. Learned about various religious and spiritual ideologies and how to approach talking about them in an open and respectful manner (for four years beyond this internship as well). I engaged frequently with fellow students in conversations and dialogues becoming experienced in conflict resolution. For the 2012-2013 I headed weekly planning sessions for future dialogues, managing their publicity, quality, along with setting up several weekend retreats every semester. I also managed, planned, and cooked weekly meals for the student body participating in these dialogues. Scheduled meetings and worked with other leaders to generate topic ideas. Additional I coordinated enjoyable student programs such as professor speeches.

Affordable Computers, Ann Arbor, MI

Intern

JUNE 2011 - AUGUST 2011

Serviced and took inventory of used hardware including laser printers, desktops, and laptops.

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<http://colinleet.com>

3D WORKFLOW

Blender (7 Years), Maya (3 Years), Unity Game Engine (4 Years), Unreal Game Engine (3 Months)

2D WORKFLOW

Photoshop (15 Years), After Effects (10 Years), Vegas Pro (15 Years), Premiere, Logic Pro, Final Cut Pro, GIT

LANGUAGES

Spanish

Light Conversational

Python (10 Years)

Blender API, Maya API, PIP, Flask, Django, TKinter

C, C++, C# (8 Years)

Unity Standard Library & Editor API

JavaScript (6 Years)

jQuery, Angular (0.5), D3.js

PHP (4 Years)

OTHER "LANGUAGES"

HTML5, CSS3, Bash, PowerShell

DATABASES

MySQL, Postgres, Redis, MongoDB

PROGRAMMING TOOLS

Docker + (Docker Compose), GIT, Visual Studio, PyCharm

OS(s)

Windows, Mac, Linux