

# LEON MILEWSKI

Gameplay Engineer

## CONTACT

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## EDUCATION

2021 - April 2025  
DIGIPEN INSTITUTE OF  
TECHNOLOGY

- Bachelor of Science in Computer Science, Minor in Mathematics
- GPA: 3.857
- DigiPen Academic Success Scholarship
- Dean's Honor List

## SKILLS

- Unreal Engine, Unity, Custom
- PC, Mobile, VR
- Instrumented profiling
- Automated testing
- Multiplayer programming
- Wwise integration
- Git, CMake

## LANGUAGES

- C++, C#, C
- Python
- Lua
- SQL

## PROFILE SUMMARY

Senior-year computer science student who is deeply passionate about video games. Demonstrates a strong and active involvement in game development through student and personal projects using industry standard tools. Looking for a full-time programmer position to apply collaborative skills to create something great.

## PROJECTS

### Voxel Dynamic Destruction

PERSONAL PROJECT

Unity: Mobile

- Real-time destruction physics simulation where geometry is cut apart and separates if not connected to main object.

### Gamers vs God

PRODUCER

Unity: PC, VR

- Asymmetrical 1v4 PvP game: VR vs PC
- Networking using Netcode for GameObjects.

### Stardust In Retrograde

PROGRAMMER

Unreal Engine: PC

- Created UI for 3rd-person adventure game.
- Created automated workflow tools for audio engineer.

### Coffee Break

PROGRAMMER

Custom Engine: PC

- Created ECS components using JSON serialization and ImGui editor interface.
- Created E2E automation tests to detect code issues; Tests were automatically run through GitLab.

### Ocean Plastic Project

PERSONAL PROJECT

Unity: VR

- VR application to demonstrate damages of pollution on the ocean using voice-over and animation.
- Presented at Washington State Science & Engineering Fair.