Leon Milewski

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Portfolio: lmilewski.com

Innovative gameplay engineer with 4 years of experience designing and programming a variety of mechanics in team environments. Has developed games for Mobile, PC, and VR. Quick learner who loves diving into new technologies.

Education:

DigiPen Institute of Technology   Graduating April 2025
- Bachelor of Science in Computer Science. Minor in Mathematics.
- 3.9 GPA, Dean's Honor List.

Game Projects:

World X Recipe (Unity): Global Game Jam. Gameplay Programmer.   Jan. 2025
- Developed a variety of gameplay mechanics including AI, destruction systems, and character controllers to deliver satisfying gameplay and rapid prototyping for designers.
- Quickly analyzed code throughout the **48-hour** development schedule to identify and fix bugs, improving gameplay.
- Communicated complex design and programming decisions despite a language barrier, resulting in efficient development.

Voxel Dynamic Destruction (Unity, Android). Solo Developer.   Sept. 2024 - Present
- Devised and built a destruction system in C# allowing for unique and satisfying gameplay wherein entire levels can be explosively demolished by the player.
- Incorporated Unity DOTS to maintain **120fps** on mobile with environmental destruction **every 0.03 seconds**.
- Learned Unity DOTS and created a stable tech demo of the system in just **2 weeks**.

Stardust In Retrograde (Unreal Engine): Gameplay Systems Programmer.   Sept. 2023 - April 2024
- Designed and implemented a cutscene and serializable dialogue system using UMG and data tables, allowing level designers to implement RPG-style cutscenes with Wwise voiceover and rich text markup tags.
- Introduced automation tools to collect all available Wwise events and RTPC parameters and dynamically generate UI for audio playback testing, allowing audio engineers to work independently.
- Gathered feedback from 15-person multidisciplinary team to refine tools and systems to further improve team efficiency.

Coffee Break (Custom engine, PC): Programmer.   Sept. 2022 - April 2023
- Engineered ECS components using JSON serialization/deserialization in C++ with an ImGui editor interface, resulting in fast turnaround of new features in the level editor.
- Developed a flexible UI editor, allowing the team to stay on schedule when new UI requirements were introduced in the last week of development.
- Established E2E automation tests using Catch2 which were automatically run through GitLab, catching errors early in development.

Skills:
- Languages: C++, C#, C, Python
- Engines: Unity, Unreal Engine
- Development Tools: Git, Jira, Trello, ClickUp
- Gameplay Programming: Multiplatform development (Mobile, PC, VR), Unity Data Oriented Technical Stack (DOTS)
- Soft skills: Agile methodologies, solution-oriented development