

Colin Leet

Unity programmer and 3D generalist looking for creative (especially 3D programming) related work experience in a social environment near Ann Arbor, I love to work where I have colleges and customers to interact with. Portfolio & showreel 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

Freelance Game Developer / Cancer Caregiver, Ann Arbor, MI

Unity Game Programmer, 3D Generalist, Cancer Caregiver OCTOBER 2019 - CURRENT

Currently I'm working as a freelance game developer. My first major multi-month project was for Neaton Mathematics creating a Unity version of the math education platform called NumberDNA. I ported their web page version of the platform to Unity by making an entirely new codebase written in C#, while focusing on making the level design table-driven to allow levels to be quickly made. I like to do volunteering freelance projects between paying projects. My main responsibility is being the primary caregiver for my mother as she goes through her cancer treatments.

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).

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. Additionally 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.

(734) 717-6706

Colin@ColinLeet.com

<http://colinleet.com>

<https://github.com/colinleet>

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