Camilla Leslie

Portsmouth, OH | calesliesoftware@gmail.com | https://camillaleslie.dev/ | https://www.linkedin.com/in/camilla-leslie/

Game Developer with 4+ years of experience building games, simulations, gameplay systems, UI features, game AI, procedural systems, and automated build/test workflows across Unreal Engine, Unity, and Godot. Strong background in gameplay programming, technical problem-solving, cross-discipline collaboration, and creating tools that improve development reliability and production efficiency.

Technical Skills

Programming: C/C++, C#, Python, GDScript, SQL, HTML, CSS, Javascript

Technologies: Unreal Engine 5, Unity, Godot, Perforce, Git, Jira, Blender, GIMP, Inkscape

Education

Shawnee State University – Portsmouth, OH **May 2026**

B.Sc. in Digital Simulation and Gaming Engineering Technology **–** Cum Laude 3.61 GPA

Experience

Gameplay Programmer, Bearly-A-Studio – Portsmouth, OH **April 2025 - May 2026**

- Led gameplay systems development for the 2025–2026 Senior Collaborative Capstone project at Shawnee State University, coordinating engineering work in Unreal Engine 5.
- Developed and maintained core gameplay systems, supporting player movement, interactions, scene flow, minigame logic, AI behavior, and game loop implementation.
- Served as a technical bridge between artists, designers, and engineers by helping translate asset, gameplay, and implementation needs across disciplines.
- Improved project reliability and development workflow by automating repeatable build processes and reducing manual build preparation work.

Projects

666 Malevolence Lane (2025 - 2026) **Unreal Engine 5**

- Designed and implemented core gameplay systems, including player movement, player interactions, scene-to-scene game loop flow, player-like AI systems, and two unique minigame experiences.
- Created minigame-specific behavior trees for the Player AI system, including reusable and specialized AI tasks designed for intelligent player-like behavior.
- Implemented drop-in/drop-out support for AI-driven player behavior, allowing minigame systems to adapt to changing player participation states.
- Developed a procedural hallway generation system to support an infinite-runner-style minigame.
- Implemented a nightly automated build pipeline using Python, APScheduler, Perforce, and P4Python to sync project files, execute tests, package builds, and send build reports through Discord.

Pizza Wizard: 144X (2025) **Godot**

- Responsible for UI, menus, visual presentation, and art implementation.
- Designed and implemented UI systems including the main menu, pause menu, score display, next-delivery-location display, and dynamic minimap with positional objective markers.
- Created visual assets using Blender and GIMP for 3D elements and Inkscape for UI assets.

Bone Rolla (2023) **Unity**

- Deckbuilder game based on random modifiers on different face count dice as main mechanic.
- Implemented turn-based combat system with 3 different classes of dice, damage, armor, and healing.
- Built a roguelite leveling and perk-choice system with multiple gameplay-altering effects to support replayability and build variety.

RandomItemGen (2022) **Unity**

- Developed custom dynamic UI and tooltip system used extensively through the project.
- Created a randomized RPG item generator with a variety of complex attributes and modifiers.
- Implemented an Inventory and Equipment system that tracks modifiers of equipped items and applies them to player stat attributes, inventory and equipment support drag and drop operations.
- RPG skill tree system implementation that supports multi-classing, point requirements, etc.