

# CAMILLA LESLIE

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Game Developer and collaborative team-player striving to make impactful experiences in gaming through development of gameplay systems, accessibility features, and automating build processes.

## EDUCATION

**Shawnee State University – Portsmouth, OH** **May 2026**  
BS in Digital Simulation and Gaming Engineering Technology 3.60 GPA

## EXPERIENCE

**Technical Director, Barely-A-Studio – Portsmouth, OH** **April 2025 - Present**

- Leading the development of gameplay systems for the 2025-2026 Senior Collaborative Capstone project at Shawnee State University, overseeing a team of engineers working in Unreal Engine
- Responsible for build engineering, creating an automated test and build pipeline to pull and test current code before building and packaging the game, includes build reports via discord bot

## SKILLS

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

**Technologies:** Unity, Unreal Engine, Godot, Blender, GIMP, Inkscape, Jira

## PROJECTS

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

- Architecture and implementation of many core systems of the game, such as player movement and interactions, game loop between scenes, Player AI system, and two unique minigame experiences
- Creation of several minigame-specific behavior trees for Player AI system featuring various reusable and specialized tasks for intelligent player-like behavior, and drop-in/drop-out support
- Created a procedural hallway generation system to accommodate an infinite-runner style minigame

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

- Arcade style pizza delivery game, responsible for all art, UI, and menu related matters
- Developed all visual assets personally in Blender and GIMP (3D elements), and in Inkscape (UI)
- Design and implementation of all UI and related features, including dynamic minimap with positional markers, pause and main menus, score and next delivery location display, etc

**Bone Rolla (2023)** **Unity**

- Deckbuilder game based on random modifiers on different face count dice as main mechanic
- Roguelike leveling and perk choice system with a variety of different game changing effects
- Implemented turn-based combat system with 3 different classes of dice, damage, armor, and healing

**RandomItemGen (2022)** **Unity**

- Developed custom dynamic UI and tooltip system used extensively through the project
- Randomized RPG item generation with a variety of complex attributes and modifiers
- 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.