

Patrick Leonard

📍 Oakville, Ontario, Canada ✉ patrickleonard0312@gmail.com ☎ 9054645226 📺 in/patrickedwardleonard 🌐 patricksoftwaredev.ca/

SUMMARY

Software Developer with 1+ years industry experience

EXPERIENCE

C# Programmer

Catapult Tactical XR

July 2025 - Present, Grimsby, Ontario

- Programmed systems for Virtual Reality software to help with immersion.
- Led Quality Assurance using the virtual reality hardware to find issues and bugs within the software.
- Managed a team for a 3 month long project where we hit each milestone on time.
- Refactored older projects to run over 120 frames per second with higher quality 3D models.
- Designed and programmed User Interfaces for the software applications.

Junior Software Engineer

Aboot Studios

May 2025 - July 2025, St Catharines, Ontario

- Partnered with senior developers to design features and implement them within the software.
- Managed Quality Assurance efforts to document and resolve issues.
- Developed systems and features for Virtual Reality input and tracking.

Software Engineer

Tiny Ghost Studios

March 2025 - April 2025

- Developed audio systems within Unreal for a smooth audiovisual experience.
- Communicated and learned across departments about milestone goals and workflows.
- Learned entirely new software and programs while completing my goals.

Programming Team Lead

Goopi Inc

September 2023 - May 2024, Brock University, Ontario

- Managed the programming team and represented them in weekly meetings during development.
- Designed and programmed several systems within the game.
- Programmed physics objects and physics interactions.
- Designed and Developed several User Interface elements and menus.
- Optimized performance with both PC and Xbox Series S in mind.
- Created online systems for the ability to play the game concurrently across multiple clients on different networks.

Programming Intern

Raven Rune Entertainment

September 2023 - December 2023, St Catharines, Ontario

- Ported current projects from Unity to Godot.
 - Wrote documentation for current projects to help future employees and interns.
 - Designed and developed systems within Unity & Godot.
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PROJECT

Personal Website

patricksoftwaredev.ca/ • April 2026 - May 2026

- Programmed website functionality using Javascript, CSS and HTML.
- Designed the look of the websites interface.
- Developed and learned more about HTML and web development.

Niagara College Capstone Project

Brock University • keybound-studios.itch.io/toroks-gambit • September 2023 - April 2024

- Developed gameplay systems within Unity for a chess game.
 - Programmed and updated a minimax algorithm.
 - Communicated between art, design and programming teams for designing features.
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EDUCATION

Advanced degree in Game Development

Niagara College · 2024 · 3.8

Bachelor of Science in Game Programming (honours)

Brock University · St Catharines, Ontario · 2024 · 3.8

COURSEWORK

Algorithms & AI

Distributed / Network Programming

Computer Hardware

Math & Physics for Engineers

Graphics Programming

SKILLS

Front End: HTML, Javascript, CSS

Back End: Java, C#, C++, Python, C, SQL

Software: Visual Studio, Claude, Unity, Unreal Engine, Godot, Microsoft Office Suite, Unity AI
