

# Leonard Wedderburn

I am a highly motivated developer with the goal of creating digital interactive experiences for multiple platforms. My strengths include an ability to be flexible, build teams, juggle priorities and collaborate with others. I have demonstrated exceptional interpersonal, communication and technical skills and I'm seeking to be part of a team to contribute those skills.

859-576-5575  
Lexington, Kentucky  
leoburn01@gmail.com  
leonardport.pogky.com

## EXPERIENCE

### **Super Soul, Lexington, KY — VR Developer Contractor**

February-2017 to March-2017

The focus was working on projects that involve VR technology. Responsible in designing and programming parts of the experience based on the requests from clients. Jobs are based on available work.

### **University of Kentucky, Lexington, KY — App Developer**

September 2016 - March 2017

The focus was helping participants going through a business startup program. Responsibility is to help them create and manage the project so that simple prototypes could be shown at the end of the program.

### **RalphVR, Lexington, KY — QA Technician Contractor**

September 2015 - July 2016

Responsible for testing new builds of games in development. When I found issues, they were reported to the development team responsible in fixing that issue to create a better experience for the player.

### **Lexmark, Lexington, KY — QA Software/Firmware Technician**

April 2011 - May 2016

Responsible for the setup of printers to be tested which includes updating firmware on printers, getting PCs prepared to capture data for issues and setting up software to test with. Also examining database information in order to find issues and concerns that were reported to the developers to fix.

### **Bluegrass Community and Technical College, Lexington, KY — Instructor**

January 2018 - Present

An instructor that is focused on teaching subjects related to game development and using the Unity game engine. Responsible for posting lectures & tests for students based on the set curriculum.

## SKILLS

### Software:

Blender, GIMP, Unity (Certified), C#, WordPress, HTML

### Hardware:

VR (GearVR, Vive, Rift, Cardboard), Mobile (Android and iOS), PC, AR (ARCore, ARKit)

## AWARDS

Nominated for IGF Award - GDC 2017

Most Innovative VR App - MIT Hackathon - 2016

## VOLUNTEER WORK

RunJumpDev- Board Member

## LANGUAGES

American Sign Language - Intermediate

## **CleanMedia.net, Lexington, KY — Researcher**

October 2017 - Present

Responsible in searching for advertisers and publishers to offer them the opportunity to join an ad network with the goal to connect family-friendly advertisers and websites together.

## **EDUCATION**

### **Bluegrass Community and Technical College, Lexington, KY - Associates of Applied Science**

Fall 2005 - Spring 2008