

Leonard Wedderburn

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PROFESSIONAL EXPERIENCE

Senior Game Development Instructor for **Bluegrass Community and Technical College**, Lexington, KY
January 2018 - Present

I am the head teacher for Game Production, 3D Animation, and Seminar in Game Development. Through these advanced college classes, I have taught over 30 students in the fundamentals of game design and development, covering all of the technical and artistic aspects of making games, through online lectures, coursework, and tests.

Researcher for **CleanMedia.net**, Lexington, KY
October 2017 - Present

I do business research and development on both the publisher and advertiser side of family-centric advertising network. In addition to gathering leads, I lead the design and implementation of our support website and ticketing system that supports our hundreds of advertisers and publishers. As an early employee at a startup of less than 10 people, I've learned and practice vital skills of prioritization, scrappiness, positive team support, and hustle.

VR Developer for **Super Soul (Contractor)**, Lexington, KY
February 2017 - March 2017

I was an expert development consultant brought in to build virtual reality sales materials for a pharmaceutical company. I was 50% of the team that built an immersive experience focused on a visual and auditory explanation of a new drug. My work focused on scene building by integrating the client's animations and modeling assets, as well as the kinematic physical aspects of the experience. We used the Unity game engine and built for the Oculus Rift platform.

UX Engineer for **University of Kentucky**, Lexington, KY
September 2016 - March 2017

I was a design and engineering staff consultant for teams participating in a university business accelerator. I helped two teams take their concepts through design and prototyping. One project was a 2D GIS application concept which I prototyped in Unity. The other project was a social networking concept which I prototyped using WordPress.

Test Engineer for **RalphVR (Contractor)**, Lexington, KY
September 2015 - July 2016

I was the sole test engineer for Daydream Blue, a real-time multiplayer virtual reality experience for the GearVR platform, funded in part by winning an Oculus-sponsored Mobile VR Game Jam. I setup and managed our play testing, quality assurance, and release validation processes. I tested weekly releases across all of the GearVR device families to ensure usability, performance, and reliability.

Intermediate Firmware/Software Technician for **Lexmark**, Lexington, KY
April 2011 - May 2016

I was a firmware technician responsible for coordinating the testing and quality assurance of consumer and enterprise printers. Our test fleets consisted of as many as 50 devices at a time. My team was responsible for testing every aspect of the products' durability and resilience. My main focus was on managing the testing and validation of firmware updates — setting up test benches, logging test data and creating reports, and participating in strategic planning for firmware development priorities.

PROJECTS

Super Furry Neon Cat Head - VR Cat DJ game that used a cat tower and simple touchpads to play.

- Shown at alt.ctrl GDC in 2017. It was nominated for a IGF award.
- Tasks: Level designer, Animator and Programmer.

Catopia - AR cat game that allows player to build toys and towers and also make treats for virtual cats in your play-area.

- Released on PlayStore January 1st 2019.
- Tasks: Project Lead during development in 2018.

Dreams - A collection of unique interactive art VR experiences that were combined together into one App.

- Released on Playstore in Fall of 2017.
- Tasks: Created a calming experience "fluffy water", it allowed the user to draw water fountain experiences.

Arcadian Dreams - A interactive VR app that was used to test to see how VR can help children with pain management during chemo treatment.

- Internal project for University of Kentucky.
- Tasks: Design, programming and building to mobile VR headsets (GearVR and Oculus Go).

Mortimer’s Mansion - A “Escape the Room” Vive game where players must complete puzzles to escape Mortimer’s library.

- Developed in 2016, in post production currently.
- Tasks: Assistant Team lead, system designer and programmer.

Daydream Blue - Mobile VR multiplayer game where you could relax, craft items, play mini games and play catch with a robot.

- Released in 2016.
- Tasks: QA Lead.

VOLUNTEER EXPERIENCE

Board Member for **RunJumpDev**, Lexington, KY 2016 - Present

SOFTWARE COMPETENCIES

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| 3D Engines | Unity |
| Programming Languages | C#, HTML5 |
| VR Platforms | HTC Vive, Oculus Rift, Windows Mixed Reality, Cardboard, Daydream, Gear VR |
| AR Platforms | ARCore, ARKit, ARFoundation |
| 3D Design | Blender |
| Vector & Image Design | GIMP |

AWARDS & CERTIFICATIONS

Certified Unity Developer 2017 - Present

Nomination for alt.ctrl.GDC Award at **Game Developers Conference** 2017

Best Interactive VR Experience at **Reality Virtually Hackathon**, Massachusetts Institute of Technology 2016

EDUCATION

Bluegrass Community and Technical College, Lexington, KY Fall 2005 - Spring 2008
Associate of Applied Science

LANGUAGES

American Sign Language, Conversational