Leo Johnson

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OBJECTIVE

Seeking a software engineering co-op/internship utilizing skills in C#, Unity, and Game Design.
Available Summer 2026.

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences **Rochester, NY**
Bachelor of Science, Game Design and Development Expected May 2028

- GPA: 3.88 Dean's List Awarded Presidential Scholarship
- Relevant Coursework: Problem Solving with Data Structures and Algorithms for Games, Interactive Media Development, Experience Design for Games & Media

TECHNICAL SKILLS

Languages | C#, Python, Java, HTML, CSS, JavaScript
Tools | GitHub, Unity, Visual Studio, Trello, Maya, Blender, Aseprite

PROJECT EXPERIENCE

Procedural Animation Project | *Personal Project* **March 2025 – June 2025**

- Developed a demonstration of procedural animation using splines in C# and Monogame.
- Created a comprehensive portfolio page detailing planning and development of the project.
- Designed and implemented a custom mesh rendering system and UI system for controlling the application.

Clockwork | *Academic Project* **March 2025 – April 2025**

- Designed and created a 2D platformer game using C# and Monogame in a team of 4.
- Produced an outline and structure for the group to use.
- Implemented player movement and designed 7 levels.

Racing Neural Network | *Personal Project* **September 2025 - January 2026**

- Created a machine learning project where cars learn to drive a track as fast as possible.
- Wrote a neural network script and learning system through a genetic algorithm.
- Made a custom website enabling usage without downloading, with examples of evolved networks.

Evolution Simulator | *Personal Project* **2023**

- Designed a simulation of evolution of characteristics with digital life.
- Created demonstration video and graphed simulation statistics.

Universe Project | *Personal Project* **2023**

- Developed a gravitational simulation of solar systems.
- Implemented terrain generation using Fibonacci spheres and combined layers of 3D noise.
- Used stereographic projection and Delaunay triangulation to significantly speed up sphere generation.
- Utilized a compute shader to make terrain generation more than 20 times faster.
- Created basic shaders for coloring terrain by altitude and steepness.

Platformer Proof of Concept| *Personal Project* **2023**

- Used physics equations to make a proof of concept of a platformer with semi-realistic friction.

EXPERIENCE

McCaffrey's Food Market — Princeton, NJ
Cashier — **June 2024 – August 2024**

- Served 60+ customers each day by quickly learning the POS system for checking out customers.
- Used various plans for resolving customer issues.

VOLUNTEER EXPERIENCE

Cornerstone Community Kitchen — Princeton, NJ
Volunteer — **May 2025 – August 2025**

Ridgeview Conservancy — Princeton, NJ
Volunteer — **October 2021 – March 2022**