

# WILLIAM LEONARD

SENIOR UNITY DEVELOPER

## DETAILS

### PHONE

+44 7855 230677

## LINKS

[Email](#)

[Website](#)

[LinkedIn](#)

[GitHub](#)

## SKILLS

Unity



C#



Game Development



UI Development



Version Control



Native Platform  
Development



XR Experience



## PROFILE

Veteran Unity Developer with over 10 years experience in the games industry spent developing and leading production of several products as well offering support and consultancy to studios around the world.

Highly adaptable and hungry to continue evolving in a fast-paced, ever-changing technology industry.

## WORK HISTORY

### Senior Developer Support Engineer, Unity Technologies

Brighton, UK

Jan 2021 — Present

- Offered support and consultancy to studios using the Unity engine.
- Specialised in native platform support for iOS, Android and XR.
- Responsibilities included stack trace investigation, native project setup and deployment to device, investigating memory allocations and performance, as well as many more.

### Unity UI Developer, Lockwood Publishing

Nottingham, UK

Sep 2016 — Dec 2020

- Replaced and modernised project UI implementation, first with new UI framework (UGUI) and later by spearheading development of a bespoke, data-driven UI generation system to aid in "games as a service" business model.
- Created tools to aid other engineers in their development workflow.
- Recruited and led team of other UI developers to aid in the above tasks.
- Created and managed a company-wide developer book club initiative.

### Unity Developer

Various, UK

Sep 2011 — Sep 2016

- Developed 7 high charting mobile games titles from initial design through to app store submission and beyond. For further information on these titles, please refer to my [portfolio](#).

## EDUCATION

### BSc (Hons) Computer Games Programming

University of  
Huddersfield

Sep 2007 — Sep 2011

1st Class Degree

## REFERENCES

References available upon request