

# Leah Lindner

Graphics Programmer  
Game Developer



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I am a German-English game developer with a focus on graphics programming. I love finding out how things work and visualizing them in a creative way using computer technology.

## PROJECTS

## SKILLS

### Game Engine

2016 - present

[leah-lindner.com/blog/et\\_engine](http://leah-lindner.com/blog/et_engine)

“Extra Terrestrial” Engine is a space sim focused game engine I implemented from the ground up in C++ and OpenGL.

Amongst its many features are real-time planetary terrain generation with seamless LOD, atmospheric scattering and a full PBR rendering pipeline (deferred+forward).

It can do many other things which I would love to talk about!

### E.T. ENGINE

### Video Game

2016 - 2017

[leah-lindner.com/blog/antigraviator](http://leah-lindner.com/blog/antigraviator)

Antigraviator is a futuristic head-to-head racing game.

After gaining recognition while still a student project, some of my team members published it on [Steam](https://Steam) after graduating.

### ANTIGRAVIATOR

[leah-lindner.com/blog/game\\_jams](http://leah-lindner.com/blog/game_jams)

2016 - 2018

**Mentoring** at Brains Eden 2018 and 3 other student Game Jams across the UK

**Thrust** – Brains Eden 2017 “Best PC Game”

**Space Junkies** – Brains Eden 2016 “Best Mobile Game”

### GAME JAMS

## EDUCATION

Bachelor in [DAE](#) 2014 - 2017

- Howest University, Kortrijk, Belgium
- Majored in GameDev “cum laude”
- Teaching an introductory course in Blender and programming
- Study night coordination

Grammar school 2005 - 2013

- German final exams: 2.2
- Majored in maths, computer science

## WORK EXPERIENCE

Work at [Electric Square](#) 2017 - present

- Work on an unannounced project in engineering team
- Focus on optimization, rendering and tools for artists
- In depth experience with UE4

Student job, [D-Space GmbH](#) 2013 - 2014

- Work on simulation graphics

Certified ski instructor January 2014

## PROGRAMMING

C++, C#, Java

HLSL, GLSL

Blueprints

HTML, CSS, JS, SQL

## ENGINES

Unreal Engine 4

Unity 5

Cryengine 3

## APIS

OpenGL, DirectX

SDL2, PhysX, OpenAL

## SOFTWARE

Visual Studio

Perforce, Git

Blender, 3Ds Max, Photoshop, Gimp

Linux, Windows

## LANGUAGES

English (native)

German (native)

French (oral skills)