Leah Lindner

Render Programmer
Game Developer

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in **LINKEDIN.COM/IN/ILLATION**
 GITHUB.COM/ILLATION
📍 Based in Brighton, UK   (Open to remote work)

I am a German–English game developer and render engineer. I love applying my broad creative and technical skillset to create and enhance interesting projects on the intersection of art and technology.

CV

Hangar 13 Games
2019 - 2025

Render engineering for **Mafia – The Old Country** & **TopSpin 2K25**
- **Nanite Changes (UE5):** WPO optimization saved 2ms during fast motion; Image Stability improvements
- **New VFX (Proprietary Engine):** Created effects for hawkeye ballcam, fake ball and cloud shadows
- **GPU & CPU Profiling:** Found cost reductions of up to 20ms for scenes across PC, PS4/5 & Xbox One/Series X/S
- **Cooker processes, Editor tools & Python Scripts** helped with optimization & freed up time for artists and developers
- **Supported art team** with Post Processing, Game VFX, Environment & offline rendering issues

Gameplay engineering on unannounced project
- Created player progression systems in tandem with design
- Adapted and refactored mission management and streaming systems to suit a new game with more complex needs
- Supported newly hired programmers with onboarding

Electric Square
2017 - 2018

Generalist programmer for **Forza Street** (UE4)
- Focus on optimization, rendering and tools for artists
- UI and metagame programming

Howest University
2014 - 2017

B.Sc. in **Digital Arts and Entertainment** - Kortrijk, Belgium
- Majored in GameDev with distinction
- **Graduation thesis** : Planet rendering using adapted CDLOD
- Taught introductory courses in programming and Blender

D-Space GmBH
2013 - 2014

Student job: Created 3D vis for HIL simulations with **Motion Desk**

PROJECTS & ACHIEVEMENTS

Personal Project: E.T. Engine   2016 - now

Space sim focused game engine developed from scratch in C++ and OpenGL.

Amongst its many features are:
- Planetary terrain and atmosphere rendering
- PBR scene rendering
- Data driven asset conditioning pipeline and resource management
- Archetype-based Entity Component System

It has many further capabilities which I am keen to discuss with you.

Video Game: Antigraviator   2016 - 2017
- Student project nominated for several indie game awards
- Published on **Steam**

Small Festival: Skoomtown   2024 - now
- AV team lead (4 people)
- Designed & operated stage lighting

Trivia:
- Won **Brains Eden Game Jam** twice in a row
- Mentored students at multiple game jams
- Certified ski instructor
- German high-school diploma (Maths & CS)

SKILLS

PROGRAMMING

C++, C#, C, Java

HLSL, GLSL

CMake, Python, BP

HTML, CSS, JS, SQL

ENGINES

Proprietary Tech

Unreal Engine 4 & 5

Unity 5

APIs & LIBRARIES

DX 11 & 12, OpenGL

Win32, UWP, Linux

PhysX, ImGUI, Catch

+many more

SOFTWARE

Visual Studio

Perforce, Git

Renderdoc, PIX, Razor for PS4 / PS5

Blender, 3Ds Max, Photoshop, Gimp

LANGUAGES

English - native

German - native

French – basic