# Leah Blasczyk

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### **Education:**

**University of Wisconsin Madison**- Started Fall 2023

Master's of Computer Science - Professional Masters Program

Current GPA: 3.0

University of Wisconsin Whitewater - Completed May 2021

Bachelor of Science - Triple Major

Media Arts and Game Development | Pure Mathematics | Computer Science

Overall GPA: 3.917

## **Work Experience:**

# 7/2021-Present | Game Engineer II

# Filament Games - Madison, WI

- Released several games as the lead engineer of small agile development teams.
- Performed maintenance and performance improvements on educational games for various clients.
- Worked in Unity and UE4 using C#, JavaScript, and Blueprints.
- Utilized Jenkins and GitLab CI for deploying Apple, Android, and WebGl applications.
- Created applications utilizing AR, VR, kiosk support, accessibility features, and analytics.

### **Relevant Projects:**

4/2022-10/2022 | **People's Pie** - Lead Engineer

Filament Games & iCivics Released Title

- Created a game from start to finish as the only engineer on the project.
- Released an educational game for middle schoolers to learn about the federal budget.
  - This game can be found on the <u>web</u>, <u>Google Play</u> store, and the <u>Apple App</u> store.
- Awarded GEE! Award in summer 2023.

4/2020-6/2020 | **Escape from Valhalla** - Lead Programmer, UI Programmer Study Abroad Project with HAN, Whitewater, WI

- Worked remotely with thirty students from UW-Whitewater and HAN University Netherlands.
- Led team of programmers using SCRUM.
  - o Final product archive link

### Awards:

- GEE! Award for Best Formal Learning Game with People's Pie (2023)
- First Place in IGDA Foundation Game Jam (2022) with Crafted Chimera
- Awarded **Best Student in MAGD** major at UW-Whitewater Video Link (2021)
- Dean's List (Semesterly, 2017 2021)
- Awarded Best in Show at online MAGD Expo for Split (2020) and End of the Party (2021)