Leon East

Unity Developer & Audio Engineer

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Experience

Unity Developer   2018

VRTOV

- Developed an audio spatial platform that was implemented into a narrative VR experience. Features incorporation of Oculus and Resonance SDK's, asset management and timeline integration.
- Assisted Lead Developer with additional coding tasks, implemented a user interaction system, developed animation controllers, modified events, resolved software bugs and implementation issues.
- Edited dialogue, incorporated ADR assets and sourced alternative takes. Provided solutions to the director and implemented choices into the audio framework.

Jnr Unity Developer   2017 - Current

EXP+

- Designed and developed a generative VR installation in Unity which was displayed at Google's Sydney office.
- Conducted QA, wrote system performance profiles and reported bugs for VR applications.
- Made contributions to multiple interactive projects. Assisted with the development of prototypes, in-house tools, shaders and API incorporation.

Unity Developer & Audio Design   2017

AIRBAG

- Developed an audio manager (C#) for a promotional interactive Kinect experience built in Unity for Roadshow Entertainment.
- Produced sound design assets, and introduced audio-focused game design elements to improve audience interactivity.
- Incorporated audio assets from PowerRangers and designed audio to match brand expectations.

Audio Supervisor   2017

Midnight Snack Productions

- Supervised production and post-production sound departments for 'Restoration', a series which was successfully delivered and distributed by Nine Network
- Managed department budgets, negotiated schedules and maintained executive satisfaction by meeting broadcast deadlines and quality standards.
- Developed recording strategies during pre-production to be implemented during production to overcome potential obstacles.
- Acquired sponsorship from Panavision by utilizing connections within the Australian Screen Sound Guild.

Summary

I'm looking for a full-time position within a growing company who shares my love for producing compelling stories and meaningful interactions. Please visit www.leoneast.com for more information.

Skills

Development

C# Developer with 3 years experience working with interactive technology in Unreal and Unity. Developed audio solutions, interactive systems, and interfaces. Proven ability to work with project objectives and develop design tool-sets.

Audio

Award-winning audio engineer and film industry veteran with proven track record established over 10+ years, delivered mixes for known brands, production houses, and networks.

Design

Audio designer with a passion for designing engaging stories. Delivered sound design elements for Film, TV, Games. 2D and 3D Design experience, Modelling, UV mapping, texturing.

Management

Capable of wearing multiple hats and helping alleviate stress on team members. Experienced managing objectives for large projects during production life cycles while cooperating with other departments and executives.

Technical Experience

Programming Languages: C#, JAVA, HTML, PHP, CSS, SQL.
Development: Unity 3d, Unreal Engine, Android Studio, Xamarin.
Audio: Protools, Nuendo, Reaper, Ableton, MaxMSP, Soundforge, FMOD, Wwise, iZotope, Waves, NuGen and Native Instruments.
Tracking: Jira, Zenhub.
Version Control: Source Tree, Git
Testing: Webdriver, Specflow, TDD.
Design: Adobe Premiere, Adobe AfterEffects, Adobe Photoshop, 3dsMax.
Systems: Microsoft Windows NT/2000/XP/WIN7, Macintosh OS 9+, Linux (Slackware, Ubuntu).

Sound Editor

2016

LateNight Films

- Dialogue editor for 'Wizards of Aus', an SBS, and Screen Australia funded comedy series which aired on SBS.
- Boom Operator for the series. Collaborated with recordist, Gunay Demirci to manage equipment, complete recording tasks, and on-set operations.

Creative Director (Post-Production Audio)

2014 - 2016

Meatspace

- Managed and developed production and post-production jobs in collaboration with studio clients. Ensured milestone deliveries by managing scope, feature creep, and production scheduling.
- Consulted with editorial departments to ensure department requirements were met to guarantee smooth transition during production cycles.
- Configured and maintained infrastructure on Google Cloud Platform. Apache, File Management, SQL Databases, CMS systems and web applications.

Location Sound and Post-Production Audio

2008 - 2016

Freelance

- 50+ sound department credits for involvement with commercial, television and film productions of known brands. Received global broadcast and awards.
- Routinely mixed commercials to OP-59 requirements which went to air over numerous networks. Mixed for a variety of distribution platforms and loudness requirements.
- Extensive experience as location recordist. Delivered quality recordings to broadcast networks and post-production houses.
- Own and maintain a professional location sound kit. Includes wireless microphones, timecode devices, and foldback systems.
- Passionate audio post-production designer and editor. Worked in stereo, surround and virtual audio environments. Designed sound for nature documentaries, feature-length narratives, and virtual experiences.

Awards & Nominations

Ozark Mountain Webfest
Best Sound Design (Restoration 2018)

die Seriale
Best Sound Design (Restoration 2018)

NYC Web Fest Award
Outstanding Achievement Sound (Restoration, 2017)

Melbourne Web Fest Award
Best Australian Drama (Restoration, 2017)

ASSG Award
Best Achievement in Sound (Can You See Them, 2014)

Melbourne Underground Film Festival
Best Film (Start Options Exit, 2014)

Official Selection Palm Springs
International Shortfest (Payload, 2011)

Current Projects

BDD with Selenium Webdriver and Specflow using C#
Learning Behaviour Driven Development using Webdriver and Specflow with C# as language binding.

Calibre
Isometric multiplayer survival shooter developed in Unity.

Education

Music Industry Bachelor/Fine Arts: Sound

2010 - 2012

RMIT Melbourne

Sculpture, Sound and Spatial Practice.

Diploma of Audio Engineering

2005 - 2006

SAE Melbourne

Course designed to provide you with the essential skills and knowledge in studio production.

Diploma of Multimedia Entertainment

2001 - 2002

Qantm College Brisbane

Skills and knowledge in level design, social and mobile game development, game engine programming, game coding , game design, project management.

References

Stuart Willis	*Director*	0407 916 450
Stephen Burns	*Lead Developer*	0421 807 356