



# Leon East

Creative Technologist  Unity/Unreal  AR/VR

Flemington, Melbourne • (+61) 0422 073 437 • [mail@leoneast.com](mailto:mail@leoneast.com)

[leoneast.com](http://leoneast.com) [imdb.com/name/nm3864209/](https://www.imdb.com/name/nm3864209/)

## Experience

### Unity Developer

2018 - Current

#### Lithodomos

- Managed the unity development team to architect, build, refactor and maintain mobile (Android/iOS) VR applications, server technologies and features.
- Utilised game engine features, mobile optimised shaders and lighting, VR specific UI design and interaction, gameplay/user friendly routines.
- Implemented and interfaced with Oculus, Cardbard, Daydream, Firebase, Google Maps and Mapbox API's.
- Scoped, estimated and coordinated tasks with cross-functional team including product, QA, design and art.
- Produced scripts / tools to help streamline development, automate tests, build/deploy, content, and art integration processes.
- Contributed ideas in a collaborative and supportive team environment.

### 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 - 2018

#### 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

## 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](http://www.leoneast.com) for more information.

## Skills

### Development

C# Developer with 4 years experience working with interactive technology in Unreal and Unity. Developed virtual solutions, interactive systems, and interfaces. Proven ability to work with project objectives and develop designer friendly tool-sets.

### Audio & Narrative

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

Designer with a passion for designing engaging end-user experiences. shader development, UI design, 3d 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.

**Audio:** Protocols, 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.

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.

## 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.

## Location Sound and Post-Production Audio

2006 - 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.
- 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.

**Design:** Adobe Premiere, Adobe AfterEffects, Adobe Photoshop, 3dsMax.

**Systems:** Microsoft Windows NT/2000/XP/WIN7, Macintosh OS 9+, Linux (Slackware, Ubuntu).

## Awards & Nominations

---

### Ozark Mountain Webfest

Best Sound Design (Restoration 2018)

### die Seriele

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

---

### Test-driven development using C# & Unity

Learning Test Driven Development.

### 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