



# LEON ENDERS

## Game Programmer

### CONTACT ME

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### EDUCATION

#### SRH Heidelberg

Informatiker - Game- Multimedia  
2023 - current

#### BBS-N Ludwigshafen

Research Technician - Biology  
2018 - 2020

#### Lessing Gymnasium Lampertheim

University entrance qualification  
2007 - 2014

### TECHNICAL SKILLS

- C++ (20)
- Unreal Engine 5
- C# with Unity

### SOFT SKILLS

- Problem-Solving
- Team + Time Management
- Communication Skills

### ABOUT ME

Hey there, I'm Leon Enders, a passionate game programmer with experience in C++, Unreal Engine 5, Unity and C#. My focus is on crafting fun combat experiences and gameplay.

### WORK EXPERIENCE

#### Personal Project - Combarama

2024 - current

Solo Developer

- Planning whole Project (Code-, Class-, Game-, design + architecture)
  - ECS and Coroutine Implementation
  - Code in C++, following modern C++20
- <https://github.com/Leon-Enders/Combarama>

#### Student Project - Heidelberg's Abyss

2024

Lead Programmer

- Planning Code-/Class design and architecture
  - Organizing and delegating sprints to team members
  - Code Reviews
  - Code in C# and Unity
- <https://github.com/Leon-Enders/HeidelbergAbyss>

#### Personal Project - Aeon of Chaos

2023 - current

Solo Developer

- Planning whole Project (Code-, Class-, Game-, design + architecture)
  - Unreal Engine 5 features (GAS-System, Animation Blueprint, Animation Retargeting)
  - Code in C++ and Unreal Engine 5 Blueprints
  - Data-driven design
- <https://github.com/Leon-Enders/AoC>

#### JKI-Institut für Plant Research

2020 - 2023

Research Technician - Biology

- Assisted in field experiments with barley
- Managed documentation and analyzed experiment data