


# Leland Wilson

 Toronto, Ontario

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## Work History

- 2020-03- Current **Cinematic Artist**  
*Will Chill Games, Toronto*
- Design and create shots in UE4
  - Create visually pleasing compositions
  - Develop systems for UE4s sequencer
  - Delivery of quota on time
  - Character posing
- 2019-02- 2020-03 **Layout Artist**  
*Industrial Brothers, Toronto*
- Maintain continuity between shots
  - Create visually pleasing compositions
  - Delivery of quota on time
  - Character posing
- 2018-04- 2019-02 **Gameplay Programmer**  
*Finely Tempered Games, Toronto*
- Create gameplay systems
  - Perform QA on systems
  - Rapidly produce prototypes
  - Fix various bugs
- 2017-04- 2018-04 **Layout Artist**  
*Snowball VFX, Toronto*
- Maintain continuity between shots
  - Create visually pleasing compositions
  - Delivery of quota on time
  - Basic proxy asset creation
  - Character posing
- 2017-03- 2017-04 **Generalist & Developer**  
*Roslin Studios, Belleville*
- Created high quality 3D assets
  - Texturing
  - Game programming
  - Level design
  - QA on gameplay systems

## Education

### **Animation & Interactive Media**

*Loyalist College*

- Animation
- Game Development
- 3D Modelling
- Game Theory
- Production Design
- Project Management

### **Foundations in Art & Design**

*Durham College*

- Photography
- Digital Imaging
- Video Editing
- Life Drawing

## References

- Rob Skiena, Layout Lead
- Paul Creamer, Animation Director
- Geoff Davidson, Animation Professor
- Glen Arendt, Game Professor