

LEANDRA LIPAT

Bloomfield, NJ – leandra.lipat@gmail.com – www.madebylea.com – www.linkedin.com/in/leandralipat

EDUCATION

Drexel University (Philadelphia, PA)

Bachelor of Science, Major: Computer Science, Minor: Digital Media – 3D Modeling & Animation 09.2012 – 06.2016

- Cumulative GPA: 3.2

WORK EXPERIENCE

Integral Ad Science (New York, NY)

Technical Writer

October 2020 – Present

Junior Technical Writer

October 2018 – October 2020

- Use HTML and CSS code to enhance product help websites
- Led a team to create training courses for employees
- Recorded and edited video interviews for training content

High 5 Games (New York, NY)

Technical Production Artist Intern

June 2018 – August 2018

- Built a tool using Python to automate asset management through a GUI
- Cooperated with multidisciplinary teams by writing C# code and editing art assets for video games

Itlize Global (Piscataway, NJ)

Software Engineer Trainee

October 2017 – December 2017

- Completed 10+ assignments on SQL, HTML, CSS, JavaScript, XML, Web Forms, and AngularJS
- Participated with a team of two to create an ASP.NET MVC e-commerce website

Goaloop (New York, NY)

Graphic/Digital Media Artist Intern

November 2016 – October 2017

- Edited 15+ videos and 10+ images for tutorials and promotions
- Analyzed usability of website and app with black box testing to document bugs and devise improvements

Barolin & Spencer (Voorhees, NJ)

Marketing Assistant

March 2015 – September 2015

- Created and maintained web and social media content
- Maintained spreadsheets to track media contacts, billing, and promotion entries

PROJECTS

Warm Shadow, Personal Project (Online)

Programmer

January 2019 – May 2019

- Supported a core team of three by producing and testing C# code for a VR battle game

Blood Stream VR, Personal Project (Bloomfield, NJ)

Artist and Programmer

November 2017

- Modeled, animated, and produced C# code for a VR app that shows how anemia affects red blood cells

The Knowledge We Seek, Drexel University (Philadelphia, PA)

Programmer

August 2015 – June 2016

- Collaborated with a multidisciplinary team of 11 to create a co-op video game for mobile devices and VR
- Composed and tested C# code for VR player and game object actions
- Recorded notes during weekly meetings and playtest sessions to track progress and feedback

SKILLS

Software: Unity; Microsoft Visual Studio and SQL Server Management Studio; PyCharm; Git; GitHub; Bitbucket; Jira; Perforce; Sourcetree; Balsamiq; Adobe Photoshop, Premiere Pro, and Illustrator; Autodesk Maya; MadCap Flare; Confluence

Programming Languages: C#, Python, Java, HTML, CSS, JavaScript, SQL, Bash