LELAND SMITH

SUMMARY

Passionate **Game Developer and Technical Artist** with a strong ability to blend art and code to craft engaging, immersive experiences. Skilled in 2D and 3D art creation, and game/tool programming, with a focus on delivering high-quality interactive content

WORK EXPERIENCE

Eco Resilience Research Group
Feb 2025 - May 2026

sites.google.com/view/eco-resilience/home

- Lead artist specializing in technical art, and general art on 3 separate game projects.
- Collaborated with a team of 5 students to develop games that inspire environmental preservation and further education.

PROJECTS

VoronoiGen
Aug - Dec 2024

- A voronoi pattern creator enabling users to generate and customize artistic voronoi patterns based on input, with flexible color options.
- Programmed using JavaScript/p5 and the D3 library.
- Live demo available on portfolio.
- Personal project.

Fish Tank
Apr - May 2025

- A 2D simulation game using spatial storytelling through the space the player occupies to tell the narrative of a fish that outgrows the tank designed to house them.
- Solo Developed using the Unity Engine with in 5 weeks.
- Nominated for best Narrative Design in GameFest 2025.

DeskOrchid
Aug 2024

- An interactive virtual desktop companion with over 250 downloads on Itch.io.
- Developed in the Godot engine, featuring interactive elements such as character movement, reactions to active running games, and sound effects.
- Personal project.

VOLUNTEER

Idaho Humane Society Volunteer
Mar 2020 - Dec 2023

- My responsibilities included washing dishes, doing laundry, and socializing caring for the 30+ cats
- On occasion, assist staff with customers in the Cattery.

Undergrad Mentor For Experimental Game Design Course
Aug - Dec 2025

- Helping with weekly in-class activities, student evaluation and feedback.
- Provided artistic and technical support for 40+ students at RPI.

EDUCATION

Rensselaer Polytechnic Institute
May 2026

Bachelor of Computer Science and Games & Simulation Arts & Science, Minor in Electronic Arts
- Awarded Founders Award of Excellence

CONTACT

Contact Page:
- maskedorchid.com/contact/

Location:
- Boise, Idaho | Open to relocation

LINKS

Portfolio
- maskedorchid.com

LinkedIn
- linkedin.com/in/lelandasaursmith

Github
- github.com/MaskedOrchid

Itch.io
- maskedorchid.itch.io

SKILLS

Skill	Level
C, C#, C++, Python	▪▪▪▪▫
Qt, pyQt, Cmake	▪▪▪▪▫
Perforce, Git	▪▪▪▪▫
Unity, Unreal, Godot	▪▪▪▪▫
Shaders (Unity Shader Graph, Unreal Materials, OpenGl)	▪▪▪▪▫
2D Art and Animation (Krita, Procreate, Photoshop)	▪▪▪▪▫
3D Modeling (Blender, Maya)	▪▪▪▪▫
3D Rigging, and Animation (Blender, Maya)	▪▪▪▪▫
Texturing (Blender, Maya, Substance Painter, Procreate)	▪▪▪▪▫