

Leland Smith

[Portfolio](#)

[LinkedIn](#) [GitHub](#) [Itch.io](#)

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

Skills

C, C#, C++, Python

Qt, PyQt, Cmake

Perforce, Git, GitHub

Unity

Unreal

Godot

Shaders

Unity shader graph, Unreal Shaders, OpenGL

2D Art and Animation

Krita, Procreate, Photoshop

3D Modeling

Blender, Maya

3D Rigging, and Animation

Blender, Maya

3D Texturing

Blender, Maya, Substance 3D Painter

Education

Rensselaer Polytechnic Institute

Bachelor of Computer Science and Games & Simulation Arts & Science

Minor: Electronic Arts

August 2022 - May 2026

Year: Senior

Experience

Eco Resilience Research Group

3D Artist, 2D Artist

<https://sites.google.com/view/eco-resilience/home>

2D and 3D Artist specializing in concept art, creature design, creature and environment assets for *Shapeshifter*. Collaborated with a team of five students to develop games that inspire environmental preservation and awareness.

Feb 2025 - Present

Troy, New York

EIFFEL Robotics

3D Artist

Worked on creating virtual model of the Unitree G1 robots for promotional material, and for virtual training simulation for AI. Provided Game Development and Unreal Engine knowledge.

June 2024 - Feb 2025

Remote

Projects

VoronoiGen

Voronoi Pattern Creator

[Link to repo](#)

VoronoiGen is an in-progress recreation of a class project, enabling users to generate and customize Voronoi patterns based on user input or data, with flexible color options. JavaScript/p5 demo version available on portfolio.

Dec - Present

DeskOrchid

Interactive virtual desktop companion

<https://maskedorchid.itch.io/deskorchid>

Developed using the Godot engine and GDScript, featuring interactive elements such as character movement, reactions to active running games, and sound effects (e.g., squeaking noises)

August

Into 3D Modeling Projects

Render or Game Ready 3D assets

Developed a range of 3D assets through class projects, including full modeling, texturing, and preparation for rendering or game integration. Proficiently created assets using Maya, Substance Painter, and 2D drawing software for texturing.

Summer 2024

Advanced Computer Graphics Projects

Class Projects

Completed class projects exploring techniques used in Computer Graphics, including mesh manipulation, subdivision, cloth and fluid simulation, ray tracing, radiosity, photon mapping, IK rigs, and procedural animations.

Jan 2025 - April 2025

Volunteering

Idaho Humane Society

Volunteer

<https://idahohumane.org/>

As a volunteer at the Humane Society, my responsibilities were to wash dishes and do laundry, socialize the cats, and take care of cats and small animals. On occasion, I help staff with customers in the Cattery looking to adopt or learn more about the cats on the floor.

March 2020- December 2023

Boise, Idaho