

# Luke Leonard

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## WORK EXPERIENCE

### Lead Software Developer – Go Face Games

Mar 2022 – Present

- Led software development on **Paccarat** (releasing 2026), a roguelike deckbuilding game.
- Architected and implemented the **core gameplay systems** for a digital strategy card game in Unity.
- Designed a **data-driven effect system** enabling complex card interactions and asynchronous triggers.
- Built **custom Unity editor tools** enabling designers to rapidly author and modify card content.
- Implemented UI systems using **Unity UI Toolkit** using UXML hierarchies and USS stylesheets.
- Led and coordinated development for a team of **3 additional engineers**.

### Software Development Engineer II - Amazon

Jan 2023 – Jun 2025

- Designed and integrated a new **optimization algorithm in Python** into a Java-based AWS Step Functions workflow, scaling to process **500K+ delivery assignments (multi-GB datasets)** daily.
- Improved performance of **distributed systems** to handle **200% memory growth** during peak events (Prime Day, Cyber Monday), preventing thousands of package delays.
- Led re-architecture and **cloud-native service integrations** across Last Mile, enabling programs like Amazon Hub Delivery and supporting **millions of deliveries/day**.
- Mentored and onboarded new engineers; contributed to technical design reviews and interviews.

### Software Development Engineer I - Amazon

Jul 2021 – Dec 2022

- Built a cloud Step Function workflow that planned up to 60K deliveries for 300+ stations in India, modernizing legacy infrastructure with AWS Fargate and API Gateway.
- Developed **Java microservices** on AWS Lambda/Fargate serving traffic continuously across **North America, Europe, and Asia**.
- Acted as primary on-call for **high-severity incidents**, resolving issues impacting millions in revenue.

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## PROJECTS

### Press The Button – Bigmode Game Jam 2026

Feb 2026

- Designed and implemented **8 unique puzzle levels** built around a central “press the button” mechanic.
- Developed **level scaffolding systems** to enable rapid iteration and easy addition of new puzzle levels.
- Collaborated with a small team in a **rapid game jam development environment** using Godot.

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## SKILLS

- **Game Development:** Unity, Godot, Gameplay Systems, Editor Tooling, UI Toolkit
- **Languages:** C#, Java, Python, TypeScript, SQL, HTML, CSS
- **Cloud & DevOps:** AWS, Docker, CI/CD pipelines
- **Frameworks & Tools:** Git, Bash, REST APIs, Linux, AWS CDK, JUnit
- **Practices:** Agile/Scrum, automated integration testing, distributed systems design

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## EDUCATION

**B.S. Computer Engineering** – Cal Poly, San Luis Obispo | Graduated Jun 2021  
GPA: 3.93 | President’s & Dean’s List