Leif K. Larson

Software Development • Quality Assurance • Software Architecture Design

Contact: larsonleifk@gmail.com | Portfolio: leiflarsongames.github.io

Education

B.S. Computer Science,
Game Design + Math Minor
University of Wisconsin-Stout
Expected graduation Aug 2026

Projects

Developer — *Unannounced*
Jul 2023 – Current

A web-based roleplay forum and RPG written in JavaScript and a LAMP stack by a team of two developers.

- Holistic design for imaginative play

Developer — *Crit-Script*
Jan 2026

Developed a prototype node-based programming language for DMs to handle the minutia of homebrewed RPG combat systems.

- Building a workflow from scratch for clients

Developer — *Rat Scramble*
Dec 2025

Prototyped a simplistic two-player wargame in Rust using Bevy. Uses movement controls inspired by moths and industrial reactors.

- Implemented PID control

Skills

Programming Leadership
Scrum Management
Agile Methodology
Workflow + Tools Development
Horizontal Skill Transfer
Self-Motivated Growth

Awards

Best Gameplay | Stout Game Expo
Team award for *Into Orbit* at May 2026 SGX

Best Gameplay | Stout Game Expo
Team award for *Sunchaser* at Dec 2024 SGX

Professional Experience

Quality Assurance Lead — *Into Orbit*
Out of Space Studios | Oct 2025 – May 2026

Into Orbit is a whimsical co-op twin-stick shooter developed in Unreal Engine 5 by a multi-disciplinary team of 13 developers. It is planned for release in Aug 2026.

- Implemented tools for fast development
- Rigorous manual testing workflow
- Discipline-specific programming patterns
- Application profiling & optimization

Programming Lead — *Sunchaser*
Squeaker Softworks | Oct 2024 – Dec 2024

Sunchaser is an award-winning 2D puzzle game and platformer developed in Unity in 10 weeks by a 9 developer team.

- Iterated complex logical systems
- Continuous paper and digital prototypes
- Solicited user & team feedback
- Responsibly deputized others + managed scope
- Inspired team cohesion and self-organization

Supplemental Instructor, Computer Science
UW-Stout | Sep 2024 – May 2026

- Taught C++, Java, Python, C#, OOP principles
- Applied evidence-based learning psychology
- Formulated concrete plans with students to facilitate well-scoped learning outcomes
- Taught students with diverse learning backgrounds

Primary Languages

C++ | C# | Python | JavaScript
UE5 Blueprint/C++ | Java