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github
linked in

leo schweiger
software developer

about

I'm a student and game developer based in Salzburg, Austria, focused on creating effective, interesting and fun software. Since 2018, I have been working on projects ranging from utility tools to fully released games. My technical and artistic background allowed me to create multiple game projects already.

experience

2025 Second Stage Studio ↗
game programmer intern, indie game studio
developing a multiplayer game in defold

2024–2025 Salzburg University of Applied Sciences ↗
tutor, introduction to programming
tutoring first semester students in programming basics

2024 Buffactory Media GmbH ↗
ad creative developer intern, advertising agency
designing web advertisements

2022 Target Group Publishing GmbH ↗
editorial designer intern, publishing agency
designing layouts for magazines and print advertisements

2021 Mediasquad GmbH ↗
VR developer intern, studio for AR/VR apps
developing a prototype for a VR puzzle game

education

2023–2026 Salzburg University of Applied Sciences ↗
bachelor program MultiMediaTechnology
game development and augmented reality

2017–2022 HTL Bau und Design ↗
higher vocational school
focusing on graphic-design and marketing

skills

competence	technologies	languages
game programming	Unity 3D	C#, C++, Lua
shaders, rendering	Defold	Python, Astro
tools, editor	Unreal Engine	basic webstack