



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

2026–today Second Stage Studio ↗
freelance game programmer, game studio
UI systems, menus, controls & settings for [Sprint City](#) in Defold

2025 Second Stage Studio ↗
game programmer intern (4 months), game studio
UI systems, menus, shaders for [Sprint City](#) 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

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

- › proficient in C#, with solid experience in C++ and Lua
- › experienced Unity developer
- › additional experience with Defold and Unreal Engine
- › focused on game systems, tooling, and UI programming
- › secondary experience in web development, Astro and Go