


# Leland Wilson

 Toronto, Ontario

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## Work History

2020/12 - Current **Layout Artist**

*Guru Studio, Toronto*

- Maintain continuity between shots
- Create visually pleasing compositions
- Delivery of quota on time
- Character posing

2020/03 - 2020/12 **Cinematic Artist**

*Will Chill Games, Toronto*

- Design and create shots in UE4
- Create visually pleasing compositions
- Develop systems for UE4s sequencer
- Delivery of quota on time
- Character posing

2019/02 - 2020/03 **Layout Artist**

*Industrial Brothers, Toronto*

- Maintain continuity between shots
- Create visually pleasing compositions
- Delivery of quota on time
- Character posing

2018/04 - 2019/02 **Gameplay Programmer**

*Finely Tempered Games, Toronto*

- Create gameplay systems
- Perform QA on systems
- Rapidly produce prototypes
- Fix various bugs

2017/04 - 2018/04 **Layout Artist**

*Snowball VFX, Toronto*

- Maintain continuity between shots
- Create visually pleasing compositions
- Delivery of quota on time
- Basic proxy asset creation
- Character posing

## Education

**Animation & Interactive Media**

*Loyalist College*

- Animation
- Game Development
- 3D Modelling
- Game Theory
- Production Design
- Project Management

**Foundations in Art & Design**

*Durham College*

- Photography
- Digital Imaging
- Video Editing
- Life Drawing

## References

- Rob Skiena, Layout Lead
- Paul Creamer, Animation Director
- Geoff Davidson, Animation Professor
- Glen Arendt, Game Professor