

LEO ESGUERRA

📍 Calgary, AB

Game Programmer

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SUMMARY

Experienced Game Programmer with a focus on gameplay, systems, and AI programming. Skillful with Unreal Engine's Gameplay Ability System and Behaviour Trees. Always have a mind for engineering best practices that promotes scalability, extensibility, and maintainability.

TECHNICAL SKILLS

Languages: C++, C#, Python, UE Blueprints

Game Engines: Unity 2D & 3D, Unreal Engine 5, Cocos2d-x

Gameplay Systems: Gameplay Ability System, AI, Animation

Version Control: Git, Subversion, Perforce

Development Tools: Visual Studio, JetBrains Rider, Xcode, Android Studio, Jira, Houdini, Unity XR

Design Tools: Adobe Substance Designer, Adobe Photoshop

Development Platforms: PC, Mac, Mobile, XR

EDUCATION

Bow Valley College, Calgary | *Sep 2023 – Sep 2025*

Diploma in Advanced Game Development, with Distinction

University of the Philippines, Quezon

Bachelor of Science in Computer Science

PROFESSIONAL EXPERIENCE

DataAnnotation, Remote | *May 2024 – Present*

AI Trainer, Code

- Evaluate the reasoning capabilities of next-generation LLMs, specifically focusing on Software Engineering.
- Improve LLM code responses through reinforcement learning ensuring they are up to modern coding standards.

Gumi Asia Pte. Ltd., Singapore | *May 2018 – Aug 2023*

Game Client Engineer

- Integrated and maintained third-party SDKs (login, customer support, crash/error reporting) to enhance player experience and improve app reliability across iOS and Android.
- Implemented new gameplay features and UI updates, collaborating with designers and QA to ensure smooth, engaging player interactions.
- Supported weekly live-ops and content updates, troubleshooting client-side issues to maintain performance and uptime for an active player base.

Weike Gaming Technology, Singapore | *Sep 2015 – Apr 2018*

Senior Engineer

- Designed and prototyped gameplay concepts in Unity and Torque 2D, helping shape engaging casino game experiences.
- Collaborated on building the core game framework that serves as the foundation for all game titles.

Outblaze, Manila | *Dec 2014 – Apr 2015*

Game Developer

- Developed gamified features for mobile utility apps using Cocos2d-x, enhancing user engagement and interactivity.

Virtual Gaming Worlds, Remote | *May 2013 – Jun 2014*

Lead Mobile Game Developer

- Oversaw project organization and automated build processes, ensuring smooth distribution of game builds.
- Developed Qt-based level editors, enabling rapid iteration and prototyping of game levels.
- Evaluated mobile game engines through detailed technical documentation, supporting informed development decisions.

Gameloft, Manila

Senior Game Programmer | *Apr 2012 – Apr 2013*



Game Programmer | *Apr 2010 – Apr 2012*

- Adapted and optimized games for iPhone and iPad platforms, maintaining cross-device performance.
- Troubleshoot and resolved compatibility issues with pre-release iOS versions to ensure timely launches.
- Integrated third-party SDKs, including advertising and analytics tools, to improve monetization and data collection.


PROJECTS

Bros Before Bones | *May 2025 – Aug 2025* |  

- Developed a local co-op role-playing game in Unreal Engine 5 as a capstone project, created for desktop.
- Implemented core gameplay systems using a combination of C++ and Blueprints.
- Leveraged Unreal Engine's Gameplay Ability System (GAS) to design modular character abilities for streamlined testing and iteration.
- Engineered a robust navigation system and optimized EQS parameters to produce intelligent, organic enemy behaviors.
- Sourced and integrated 3D models, visual effects, and sound assets to create a cohesive and polished final product.

Moshpit Z | *Oct 2024 – Nov 2024* |  

- Co-developed a top-down isometric zombie shooter in Unity using PlayMaker for rapid visual scripting.
- Coordinated with level and character designers to integrate mechanics and visual design.

Final Fantasy: Brave Exvius | *May 2021 - Aug 2023* | 

- Collaborated with a cross-functional team as a programmer using C++ with Cocos2d-x.
- Architected modular character systems and combat abilities, user interface updates and gameplay features with multi-platform stability in mind.