

Jessica Leyba

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About

My name is Jessica Leyba and I'm a self-taught computer programmer, creative coder, and game developer seeking to turn my passion for computers, technology and code into a career, after years of working on an amateur basis. I seek to work with other people in a cooperative and creative capacity.

I love to make things with computers, and am fascinated with the notion of the creative use of technology, and software as art.

Beyond computers, I enjoy writing, graphic design, photography, and being in the mountains.

Work

Electronic Center

Gallup, New Mexico

RADIO TECHNICIAN

2016 – 2019

- Programmed and installed radio equipment
- Did general IT work
- Interacted with customers

Independent

Various

AMATEUR COMPUTER PROGRAMMER

2014 – Present

- Developed mobile apps
- Developed websites on a freelance basis
- Developed computer programs and games

Skills

Programming Languages: C/C++, GLSL/HLSL/Shaders, HTML/CSS/JavaScript, Python

3D Tools/Game Engines: Unity, Godot, Blender

Software: Affinity Photo, Affinity Designer, Emacs, VSCode, Visual Studio, Git

Libraries/Frameworks: Qt, SFML, OpenFrameworks, Processing

Projects

Drifter

Unity, C#, Blender

AN EXPERIMENTAL 3D EXPLORATION GAME.

<https://softwave.itch.io/drifter>

Weirdvision 64

6502 Asm

A GAME FOR THE COMMODORE 64 WRITTEN IN 6502 ASSEMBLY LANGUAGE.

<https://softwave.itch.io/weirdvision-64>

Supershapes

Godot, GDScript, Godot Shading Language

A TOY PROGRAM FOR GENERATING SHAPES USING THE SUPERFORMULA OF JOHAN GIELIS.

<https://softwave.itch.io/super>

The Fox

Haxe, HaxeFlixel, Aseprite

A CUTE GAME WHERE YOU PLAY A MOTHER FOX.

<https://softwave.itch.io/the-fox>

Various Others

Various

VARIOUS PROGRAMS, ARTWORKS AND GAMES I'VE WORKED ON OTHER THE YEARS.

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