



# Joseph Leybovich

6145 98th St, Studio E  
Rego Park, NY 11374

Mobile: 917 328 8764

Email: [joseph.leybovich@gmail.com](mailto:joseph.leybovich@gmail.com)

Website: <http://www.josephleybovich.com>

---

## SUMMARY

A highly motivated game developer with 9 years of XR experience, 14 years of game development experience, and 15 years of general programming experience. Worked on [40+ game projects and tools](#) for various platforms. Currently contributes software engineering and QA domain expertise to AI training and evaluation projects. Exceptional capacity for learning quickly and helping others. Volunteered for 2 semesters with [Mission Bit](#).

---

## EDUCATION

[Full Sail University](#), Florida — Bachelor of Computer Science in Game Development, 2011

GPA: 3.6, Salutatorian

---

## EXPERIENCE

[micro1](#) / [Alignerr](#) - *AI Training & Evaluation Contractor*

Remote — May 2026–Present

Contract AI training and evaluation work through micro1 and Alignerr. Evaluate model-generated code and technical writing against defined rubrics, and author expert training data across software engineering, C#/Unity game development, QA and testing, and technical reasoning.

### Responsibilities

- Evaluate and score model-generated code, test plans, and technical explanations against defined rubrics for correctness, completeness, and adherence to spec.
  - Author prompts, reference responses, and edge-case scenarios for model training, drawing on 15 years of programming and QA experience.
  - Apply rubrics consistently across high-volume annotation and labeling batches while meeting review turnaround targets.
  - Identify and document model failure modes, hallucinations, and ambiguous prompts in reproducible, reviewer-ready reports.
  - Serve as a domain expert in C#, Unity, and mobile/XR development for specialized technical training tasks.
- 

### **Budcade - Founder/Owner**

Queens, New York — November 2024–Present

Founded and managed a cannabis-infused gaming startup (S-Corp) focused on responsible consumption, community culture, and digital/physical experiences. Oversaw brand, legal compliance, and fundraising strategy by securing a fiscal sponsorship for the Budcade Collective nonprofit arm.

#### **Responsibilities**

- Established and drove the strategy for two core lanes: digital products (mobile apps, developer tools using AI assistance) and physical events (pop-up activations and tournaments).
- Established the Budcade brand identity, creating a distinct market voice that bridges cannabis culture and gaming through the development of unique games and experiences.
- Spearheaded the release of "Puff Puff Crash," a mobile title available on the Google Play Store, utilizing it as a foundational product to anchor the brand's ecosystem.
- Directed legal and compliance efforts, including trademark filings and separating commercial (Budcade LLC) and nonprofit (Budcade Collective) financial/operational flows.
- Developed early market partnerships, including outreach to a Brooklyn dispensary and securing a venue for the first pop-up event in Queens.
- Conducted user interviews and market research to define product roadmaps and pricing for memberships and event passes.

### **Left Field Labs - Senior Unity Engineer**

Culver City, California — July 2020-January 2025

Worked with various internal and external teams on various XR projects, including [Meta](#) and [Amazon](#).

#### **Responsibilities**

- Single-handedly created and documented infrastructure and processes related to shared tooling and workflows.
- Architected various projects from a blank slate, setting up success through robust, modular, and scalable solutions.
- Mentored and tutored junior engineers through paired programming sessions and detailed code reviews, ensuring solutions were clean and code pushed up would be of the utmost quality.
- Worked closely with various disciplines like design, art, production, quality assurance, and development both internally and with client partners directly.
- Managed tasks and team members utilizing delegation and collaborative workflows on projects ranging from physical XR installations to mobile XR experiences to fully immersive VR experiences and hackathons.

### **Magic Leap - Senior Unity Developer**

Sunnyvale, California — October 2018-July 2020

Worked on Apps team developing Screens and Mixed Reality Framework. Helped partner developers integrate Magic Leap SDK into their projects. Enhanced the reusability of UI tools and lead the charge on Scene Creator App.



## Responsibilities

- Designed and created a foundation for Scene Creator App, which would streamline content creation for Screens applications
- Debugged and fixed issues faced by partner developers
- Implemented features for partner developers
- Provided UI and general Unity support both internally across teams and externally
- Developed tools and UI elements for reusability

### Meta - Senior Software Engineer

San Mateo, California — August 2017-September 2018

Worked on a mobile companion app for augmented reality. Created tutorials for augmented reality Unity SDK. Supported and participated in internal and external hackathons. Developed cutting-edge prototypes. Traveled around the world to provide technical support and give demos.

## Responsibilities

- Developed a Unity mobile app that would allow dragging objects out of the phone and into augmented reality space
- Fixed bugs in the existing [flagship augmented program](#)
- Created a [tutorial](#) to show clients how to extend SDK
- Participated in multiple hackathons/prototype projects to create cutting-edge demos
- Traveled to external AR/VR hackathons, events, and demos around the world to represent and provide support for headset and SDK

### Topgolf Media - Software Engineer

San Francisco, California — December 2016-August 2017

Worked with a team on [WGT Baseball](#) and [Topgolf iOS App](#). Fixed bugs, improved the design process for a Unity title, and led the initial client infrastructure and system in Swift / Xcode.

## Responsibilities

- Worked with other artists to integrate their art in a WYSIWYG fashion
- Worked with design to Implement app screens to spec
- Built and maintained reusable views and animations to polish and add branding flavor to the app
- Fixed bugs that came from live crash reports
- Worked directly with QA and build engineers to have automated builds and various environment configurations

### DeNA - Software Engineer (Games)

San Francisco, California — April 2015-October 2016 (19 months)

Worked with a team on [Marvel Mighty Heroes](#) and [Deckstorm: Duel of Guardians](#). Implemented both game features and tools, including debug menu, world map, guild system, guild war system, tutorial, quests, reference objects, dependency tool, search tool, hierarchy tool, line drawing tool, loading screens, alert badges, and presentation states.

## Responsibilities

- Worked with other developers to build features like Guild and Guild War.
- Worked directly with artists to incorporate art into the game and manually constructed scenes and



elements like the world map and quests screens

- Built and maintained tools to empower quality assurance, artists, and developers, like debug menu and line drawer
- Worked directly with Unity support to profile and improve our game and their engine
- Worked with QA (internal and external) to fix various bugs, like fast-tap prevention and live issues, while maintaining the desired framerate
- Shared modules and gave presentations on tooling for Unity

### Scopely - *Unity Developer (Internal Games)*

Culver City, California — June 2014-February 2015 (8 months)

Worked with a team to develop [Wheel of Fortune Free Play](#). Implemented both game features and build infrastructure, including debug menu, dynamically sizing keyboard, leaderboards, tutorial, player profile and alert systems.

#### **Responsibilities**

- Implemented multiple UI screens connected to backend services
- Scripted contextual debug menu and tools that empowered both developers and quality assurance
- Managed and scripted build distribution and automation
- Worked with both in-house and outsourced quality assurance
- Optimized game for low-end devices and Amazon devices
- Mentored 2 interns with guidance on projects including Physics (Wheel Spinning), Analytics and Ads

### Scopely - *Unity Developer (Publishing)*

Los Angeles / Culver City, California — July 2013-June 2014 (10.5 months)

Developed tools and services then helped partner developers integrate them, including tools to retrieve native device information, automate tests and builds, utilize Facebook in the editor and optimize service messages.

#### **Responsibilities**

- Scripted a cross-platform Asynchronous Unit Test Unity Editor Plugin prior to the release of Unity Testing Tools
- Documented code and tutorials including the Unity Onboarding Document, Unity Editor Training, and UnTested plugin video
- Built and used tools to automate tests on iOS simulators and Android emulators
- Supported plugin customers and client developers
- Worked with partner developers in different timezones
- Implemented features including Facebook, Large Data Leaderboards, and Login UI into Scopely SDK
- Conceptualized and oversaw development of a build configuration Unity plugin for iOS and Android
- Mentored intern through their first Unity Editor project to publishing BuildBuddy on the Asset Store
- Organized Game Design and Ideation Club

### App Partner Development - *Mobile Developer*

TriBeCa / DUMBO, New York — September 2011-April 2013 (20 months)

Built and optimized games in both iOS and Unity3d, including a series of educational games, many minigame based games, games in false 3D perspective and a wellness tracker.



## Responsibilities

- Implemented features including: Sequencing, Store, Economy, Google Maps, Help / Support and Gyro Controls
  - Reconstructed old code base to release 3 games
  - Built games that educate while being fun
  - Implemented mini-games including: Jigsaw Puzzles, Dino Creator, Mazes / Tracing, Catching, Fleeing and Driving
  - Created Game Object Component system in Objective C
  - Coded false 3D Perspective in a 2D Engine
  - Coded 30+ Different Enemy Behaviors
  - Helped existing projects by adding features like camera effects and additional game mechanics
- 

## TOOLS

**Game Engines:** Unity3d, Unreal, GameMaker, RoboCode

**IDEs:** Microsoft Visual Studio, Xcode, MonoDevelop, Xamarin Studio, Eclipse, Android Studio, BlueJ

**Source Control:** SmartSVN, Git / GitHub, Perforce, SourceTree, Dropbox, Box

**Profiling:** Unity Profiler, Instruments, RenderMonkey, PIX, V-Tune, Genymotion, iOS Simulator

**APIs:** DirectX, OpenGL, FMOD, Emotiv, .NET, LINQ, WinSock, Prime31, NGUI, uGUI, Unibill, HOTween, iTween, Facebook, GooglePlay, GameCircle, Adjust.io, Mobile App Tracker, Unity Testing Tools, UnityVS, Teamcity, Jenkins, JIRA, Testflight, HockeyApp, Crittercism

---

## SKILLS

**Principles:** Object-Oriented Programming, Game Object Component, Model View Controller, Inversion of Control, Procedural Programming, Engine Development, Tool / Plugin / Editor Development, Build Infrastructure, Mobile Game Development, Game Programming, Augmented Reality, Virtual Reality, Effects Programming, AI Programming, Automation / Unit Testing, Documentation / Video Editing, Blogging

**Proficient Languages:** C# / Mono, Objective C, C++, HLSL, GLSL, Swift

**Familiar Languages:** Python, Ruby / Rake, Bash, XNA, Java, JavaScript, Flash, ActionScript 3

---

## CREDITS

A full list of game projects and credits available on my website: <http://www.josephleybovich.com/>

---

## REFERENCES

Available upon request.

