

Leon Koster

Software Developer - Real-Time Systems

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WORK EXPERIENCE

KNAPP AG

April 2024 - Current

Software Engineer - C++ / SQL

- Developing custom features based on customer requests, in an event-based architecture.
- Supported QA and commissioning teams throughout all project phases, contributing to smooth launches and high-quality deliveries.
- Mentored junior team-members on software development topics, internal processes and company-specific practices.
- Held presentations for stakeholders, displaying developments and implementing feedback.

Blackshark.ai

Aug 2021 - Nov 2023

Software Engineer - C++ / Unreal Engine

- Delivered end-to-end customer POCs, interpreting client data with the company's visual product and leading project presentations to customers.
- Implemented global procedural foliage placement via a compute shader for improved realism and performance.
- Built data-driven airport-light simulations, enhancing training-simulation fidelity.
- Automated generation of 20,000+ ML training images through a Python pipeline for image manipulation and sanitation.

Virtual Builders

Nov 2019 - Dec 2020

Software Engineer - C++ / Unreal Engine

- Created real-time, data-driven Unreal applications that got deployed on AWS and embedded in client websites via Unreal pixelstreaming.
 - Exposed client logic via blueprints, for easy configuration by sales personnel.
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EDUCATION

Saxion University of Applied Sciences

2016 - 2020

Bachelor of Science - Game Programming

Binus University

2019

Exchange Semester - Jakarta , Indonesia

SKILLS

Languages:

- **Proficient:** C++
- **Familiar:** C#, PLSQL, Python

Technologies:

- **Version Control:** Git
- **Game Engines:** Unreal Engine, Unity3D, Godot

Areas of expertise:

- Real-Time Systems
- Application Development
- 3D Graphics Development