Villa Leonardo

Game Developer

Via Pola 4, Verano Brianza, Italy 20843

leonardo.villa@hotmail.it | +39 339-3241635 | linkedin.com/in/leonardo-villa | github.com/angyice

SUMMARY

Hello World! I'm a young and passionate Game Developer. I am a motivated person who enjoys taking on challenges. Eager to join the videogame industry for helping create the best titles.

SKILLS

Technical Skills: - Games Dev - Unreal Engine, Unity, C++, C#

- Virtual Production Unreal Engine (nDisplay, OptiTrack System, LiveLink, Multi-User, LedWall)
- Modeling & Texture Blender, Quixel Suite, Character Creator, iClone
- Video / Photo Editing Adobe Suite, DaVinci Resolve
- Source Control Git
- Frontend Dev HTML5, CSS

Language: Fluent in written and spoken Italian. Competent in written and spoken English. Elementary in spoken Spanish.

EDUCATION

NABA - Nuova Accademia di Belle Arti, Milano

Milano, IT

Bachelor of Arts, Creative Technologies

2018-2021

Honor Thesis: "Dominus", Final Mark: 110/110 e lode.

Related Coursework: Game Design 1 & 2, Computer Games 1 & 2, Multimedia Installations, Game Writing & Narrative, Game Culture, Team Projects, Individual Master Project.

- · Acquired skills in interactive prototyping of functional scripts for the main game engines.
- Learned the ability to incorporate the newest computer technologies within personal projects.
- · Worked on different team projects, usually as the creative director willing to make difficult and unpopular decisions.
- Successfully develop creative strategies to create projects with low budgets.
- Used innovative techniques and technologies (Virtual Reality, AI, Arduino, Mocap, Virtual Production Pipeline).

Pontificio Collegio Gallio, Como

Como, IT

High School Diploma, Applied Sciences

2012-2017

Related Coursework: IT, Math, Science, Physics & Philosophy.

EXPERIENCE

Misura Emme S.p.a

Mariano Comense, IT

Freelance Video Editor for Interior Design

2018-2019

- Selection of video materials for the best result in videos for brand advertising on the website and social media.
- Editing of selected video materials in addition to showroom photos with background music.
- · Direct talking with the marketing team for making the products result more marketable in videos.

References

References available upon request