

# **TECHNICAL SKILLS**

Games Dev Unreal Engine
Unity, C++, C#
Source Control Git

Virtual Production nDisplay, OptiTrack System Multi-User, LedWall Stagecraft

SteamVR, LiveLink

Modeling & Texturing Blender, Quixel Suite Character Creator, iClone

Video / Photo Editing Adobe Suite, DaVinci Resolve

Frontend Dev HTML5, CSS

# LEONARDO VILLA

Game Developer

#### **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..

#### **LANGUAGES**

Italian	Mother Tongue
English	B2 Level
Spanish	A1 Level

#### **CONTACT DETAILS**

Address: Via Pola 4, Verano Brianza, Italy Phone Number: +39 339 3241635 Email: leonardo.villa@hotmail.it Portfolio : https://leonardovilla.com/

# **EXPERIENCE**

January 2022 - Present

#### **Virtual Production Specialist**

Nuova Accademia S.R.L, Milano, IT

- Creation of virtual stages within Unreal Engine for projection on Ledwall through nDisplay.
- Integration of different technologies for tracking real cameras in the virtual environment.
- Creation of networked sessions to work simultaneously on the same project via Multi-User within Unreal Engine.

December 2021 - Present

### **Unreal Engine Programmer**

Magari S.R.L.S, Milano, IT

- I take care of the programming part within the various projects, especially when it comes to Character Controllers
- Integration of various elements such as Animations, Sounds, and 3D Models in Character Controller.
- When it comes to projects related to Virtual Production, I take care of the technical part of the pipeline.

February 2017 - May 2017

#### Video Editor for Interior Design

Misura Emme S.P.A, Mariano Comense, IT

- Selection of video materials for the best result in videos for brand advertising on 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.

# **EDUCATION**

September 2018 - September 2021

# Diploma Accademico di Primo livello in Creative Technologies

Nuova Accademia di Belle Arti, Milano, IT

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

- 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).

September 2012 - June 2017

## Diploma di Liceo Scientifico Scienze Applicate

Pontificio Collegio Gallio, Como, IT

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