

Benjamín Leonardi

Córdoba, Argentina

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Professional Experience

The Original Gangsters Studio (TheOGS)

Córdoba, Argentina

Ssr. Game Developer

2023 - Present

- Ported popular titles such as **We Need To Go Deeper**, **My Little Universe**, **Elderand**, and **Storyteller** to both last-gen and current-gen consoles, ensuring seamless performance through bug fixes and optimization.
- Contributed to the development of a **proprietary graphics engine**, streamlining the process of porting games from less developed engines to modern platforms.
- Improved workflow efficiency by designing and implementing custom systems and tools to **accelerate game porting processes**.

Achievements

- **First Place @ Internal GameJam**: Conceptualized, designed, and developed ***Echoes of the Void***, a horror game exploring the theme of "senses", showcasing creative problem-solving and rapid prototyping skills under tight deadlines.
- Developed a **proprietary tool** that works as an API for **Unity games**, allowing most systems ingame to work instantly with each platform (i.e. Save System, Input System, etc.)

EANA (Empresa Argentina de Navegación Aérea)

Córdoba, Argentina

Systems Engineer

2022 - 2023

- As a **project manager**, I led and coordinated the project's development and established communication channels among all stakeholders.
- Developed **REApp**, a platform to keep track of every airspace request in Argentina and facilitate its analysis and metrics generation.

Pensions and Retirements CBA

Córdoba, Argentina

IT Technician/Software Developer

2020 - 2023

- Developed a **WhatsApp chatbot** using JS to maximize efficiency answer times
- Developed a **warehouse system** that enables us to keep track of every PC's status that is working in our infrastructure.
- Integrated proprietary software components to the company's main platform and different servers

Education

Universidad Tecnológica Nacional - FRC

Systems Engineering
2023

- Developed our thesis with EANA as our client (***Empresa Argentina de Navegación Aérea***)
- Part of the CIDS (College's Systems Department)

Technical Skills

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|--------------|--------------------------|------------------------------|
| • C# | • PS/XBOX/Switch Porting | • Debugging and Optimization |
| • Profiling | • Unity | • Unreal Engine |
| • Javascript | • Mirror Networking | • C++ |

Core Skills

- | | | |
|---------------------------|--------------------------|---------------------|
| • Project Management | • Outstanding leadership | • Spanish |
| • Certified Product Owner | • Client Negotiations | • English |
| • Strategic Planning | • Team player | • Agile Methodology |