Leonardo Madia

Game & Level Designer

Email: madialeonardo@gmail.com

Linkedin: linkedin.com/in/leonardo-madia-8a977b262

Phone: +39 340 380 9792

Adress: Via Pigello Portinari 1, Milan Italy

Birthday: 15 October 2000

SOFTWARE

Unreal   Unity

Figma   Git

Confluence   Office

SKILLS

Write and update **Game Design Documentation**

Flexibility within different tasks and roles

Proactive and respectful **Team Working attitude**

Pitch my own **Design ideas** clearly and objectively

Understand and use **new Software** proficiently

LANGUAGES

Italian   English

WORK EXPERIENCE

Level Designer - *LF Vision*   Dic. 2024 - Present

I will soon share news about this project

Game/Level Designer and Programmer - *Indipendent*   Oct. 2023 - Present
- **Poker Monsters:** Roguelike Deckbuilder
- **Avarice: Fallen Gods:** First-Person Parkour with Puzzle elements

PORTFOLIO

Avarice: Fallen Gods   Nov. 2022 - Jan. 2024
- Academic/Indie - Unreal Engine - 3D first-person action adventure
- Lead Level Designer, Game Designer and Programmer

Gunny: a Colorful Adventure   Nov. 2021 - April 2022
- Academic - Unreal Engine - 3D third-person platform shooter
- Game Designer, Level Designer and Programmer

Silent Whisper   Nov. 2021 - April 2022
- Academic - Unity - 2D top-down action
- Game Designer, Level Designer and Programmer

Splitting   May 2021 - Oct. 2021
- Academic - Unity - 2D puzzle platform
- Game Designer, Level Designer and Programmer

EDUCATION

SAE Institute Milano   Sept. 2020 - Oct. 2023

Professional Diploma of Game Design
- **Game Design and Interactive Storytelling**
- **Game Production and Development**
- **Level Design**
- **Communication Systems**