



# Leonardo Madia

## Game & Level Designer

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## SOFTWARE



## 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



*I hereby consent to the processing of the data I provided in this CV. I declare my agreement with the data protection regulations in the data privacy statement.*

## PORTFOLIO

These are some of the best project I've contributed to:

### Splitting 2D Puzzle-Platform - Unity

- Contributed to the concept and game design.
- Wrote a game design document for a pitch simulation.
- Wrote character's state controller and camera scripts in C#.

### Gunny a Colorful Adventure Third-person 3D Platform - Unreal Engine 4

- Contributed to the concept and game design.
- Designed 1/3 of the game levels.
- Wrote technical documentation for the main game mechanics.
- Made the blueprints necessary to make the game work.

### Avarice: Fallen Gods First-person Action - Unreal Engine 5

- Contributed to the concept and game design.
- Held the position of Lead Level Designer.
- Wrote technical documentation for some game mechanics.
- Made character controller, context provider and save system by blueprint.

## EDUCATION

### SAE Institute Milano 2020 - 2023

- Noteworthy courses:  
**Game Design and Interactive Storytelling**  
**Game Production and Development**  
**Level Design**  
**Communication Systems**

### Liceo Scientifico Statale Luigi Cremona 2014 - 2019

- Overall Rating: 92/100
- Work-related learning:  
**Informatic System** of Milano Ristorazione  
**Marketing Department** of Infini.to Planetario di Torino

## PASSIONS & HOBBIES

I'm very into turn-based games, especially card ones, so much so that this year I started to design a board game in my spare time.

I enjoy also reading manga and watching TV series. My favorites are One Piece and Sopranos.