

## CURRICULUM VITAE

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**León Fenzl**

<b>Citizenship</b>	Brazilian / Austrian
<b>Birthplace</b>	Rio de Janeiro, Brazil
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## Working Experience

<b>2016 – currently</b> Brasília, BR Vienna, AT	<b>Gameplay Programmer &amp; 3D Modeler</b> I have been working as a freelancer for clients in Brazil and abroad since 2016, focusing in 3D modeling, rigging and overall development using Unity, Unreal and Godot.
<b>10/2022 – currently</b> Brasília, onsite & remote	<b>Freelance teacher of Godot &amp; Blender @ SENAC Brasília</b> Intermediary level workshops in animation and collision detection using GdScript from the Godot engine and modeling using Blender.
<b>02/2013 – 06/2016</b> Brasília, BR	<b>Teacher of Unity &amp; C# @ Happy Code development school</b> Introductory courses for kids and teenagers on Unity and game development using C# and the Unity scripting API.
<b>2019 – 2020</b> Brasília, BR	<b>PODCAST “JAMCAST IESB” @ IESB University</b> Podcast created during my time at the university covering recent developments in the local game industry.

## Education

**2018 – 2021**

Brasília, BR

**Graduation: Digital Game Design @IESB University**

My graduation covered key aspects of game development such as concept & sketching, modeling, riging and programming using various tools like Unity, ZBrush, Maya, Photoshop and their respective scripting languages where available.

I have also developed a solid foundation in important areas like game psychology, narrative & storytelling and marketing.

**05/2018 – 06/2018**

Brasília, BR

**Course: Design and Narrative @ Universidade de Brasília (64 hours)**

In this important course I learned how to guide users and help them achieve their goals through design best practices and contextual nudges, using both graphics and copy.

**2014 – 2015**

Brasília, BR

**Course: 3D Modeling and Game implementation @ Game Total School (500 hours)**

During this course I entered the brave new world of game design. I learned up to intermediary skills in 3D modeling, riging and C# development using the Unity framework.

## Skills & Interests

**Current Toolbelt**

Pencil & Paper, Maya, Blender, ZBrush, Modo, Unity & C#, Unreal, Godot, Photoshop, Affinity Photo, VS Code, Git.

**Natural Languages**

Portuguese (native speaker)  
German (intermediate)  
English (intermediate)