

Oreste Leone

Software and Game Developer

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SUMMARY Computer Science bachelor student and Game Development enthusiast. Experienced in native iOS app and game development and Unity development for cross-platform games and in creating valuable learning resources. Member of Lapse Games, an Indie Game Development Team that reached 15M+ downloads among Google Play Store and App Store with two chapters of the Lapse Trilogy.

SKILLS

- Experienced in Unity and Unreal Engine development for games and interactive experiences in C# and C++;
- Expertise in Apple Platforms development for games and apps using Swift;
- Experience in creating learning resources for software and game development;
- Experience with software engineering practices, git and agile workflows;
- Experience in managing a game developers community on Discord.

WORKING EXPERIENCE **UNITY DEVELOPER - FREELANCER**

NOV 2022 - JAN 2023

- **HOLDER** project, a cross platform app that helps professionals analyze and take track of the mental health status of Alzheimer's disease patients through games.
 - Collaborated with professionals to design and tune game requirements and difficulty curve;
 - Developed 18 mini games and overall app structure with Unity Engine and C#;
 - Managed internal TestFlight and Google Play builds release.

GAME DESIGNER - LAPSE GAMES

2017 - PRESENT

Lapse Games is an Indie Game development team that operates in the mobile game market.

- Working with the team to create the Lapse Trilogy, focusing on interface, game mechanics and loop;
- Managed Google Play Store and Apple App Store releases with more than 15M downloads;
- Promoting the games within social media.

EDUCATION **PIER PROGRAM • APPLE DEVELOPER ACADEMY @UNINA FEDERICO II**

JUL 2022 - JUN 2023

The Pier Program is a second-year educational experience inside the Academy based on a real working environment.

- macOS App Developer for the mark project, a global pedagogical tool created around Challenge Based Learning at the Apple Developer Academy;
- Provided resources and support for all Game development activities to the current year junior learners;
- Provided coding support to the Apple Developer Academy Foundations in other universities.

APPLE DEVELOPER ACADEMY @UNINA FEDERICO II

SEP 2021 - JUN 2022

A Challenge Based Learning educational experience about Software Development, Entrepreneurship, App Design, and Game Creation.

COMPUTER SCIENCE BACHELOR @UNINA FEDERICO II

2015 - PRESENT

Software engineering, Human-Computer Interaction, Android Development, Unreal Engine, Data Structures and Algorithms, Multimedia Information Systems and DBMS.