Oreste Leone

Software and Game Developer

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RELEVANT EXPERIENCE

UNITY DEVELOPER, Freelancer — Nov 2022 - Present
• Collaborated with clients to design and develop game requirements, leveraging Unity Engine and C# to create engaging gameplay experiences on Android and iOS, integrating their platform-specific features and frameworks;
• Conducted alpha and beta testing phases, gathering feedback and iterating on game design;
• Communicated effectively with clients, providing regular updates on project progress and deadlines while writing detailed documentations.

GAME DESIGNER, Lapse Games — Oct 2017 - Present
• Conceptualized a highly successful mobile game trilogy, achieving over 15 million downloads worldwide;
• Collaborated with the team and external freelancers to ensure an engaging and intuitive user experience in 32 languages;
• Designed game features and mechanics, such as in-app purchase and achievements, increasing user engagement and driving revenue and profitability;
• Successfully ported existing Android games to Unity engine, ensuring seamless transition and maintaining game functionality and performance across platforms;
• Developed and executed comprehensive marketing strategies for game releases, significantly increasing downloads and user acquisition on the app store;
• Created engaging and shareable social media content, including graphics, videos, and interactive posts, that resonated with the game's target audience and helped drive user engagement.

EDUCATION

PIER PROGRAM, Apple Developer Academy @UNINA — Jul 2022 - Jun 2023
App developer for the "mark" project, a SwiftUI based macOS tool created around Challenge Based Learning at the Apple Developer Academy.
• Implemented a web service using Airtable platform APIs, JSON, Combine, and Concurrency to efficiently retrieve and store data in the file system and Core Data;
• Improved a Python-based tool for user data analysis, working alongside developers to export data based on stakeholders' requirements;
• Provided resources and support for all Game Development activities to the junior learners, helping them create more than 40 games made with SpriteKit and GameplayKit for native iOS development and Unity Engine;
• Provided coding, design and presentation support to 4 Apple Developer Academy Foundation Programs;
• Organized and conducted an accessibility workshop on the macOS platform aimed at a group of young people affected by visual impairments.

Apple Developer Academy @UNINA — Sep 2021 - Jun 2022
A Challenge Based Learning educational experience about Software Development, Entrepreneurship, App Design, and Game Creation. During this experience, I participated in developing gamified apps and games that are available on the App Store using native frameworks.

Computer Science Bachelor, University of Naples Federico II — Sep 2015 - Present
Relevant Coursework: Software engineering, Human-Computer Interaction, Data Structures and Algorithms, Multimedia Information Systems, DBMS, Web Technologies, Operating Systems, Introduction to Theoretical Computer Science, Computer Networks, Algebra and Physics.

SKILLS

Languages: Swift, C#, C, C++, Kotlin, Java, SQL, Python, Javascript.

Relevant Frameworks and Tools: SwiftUI, UIKit, Core Data, JSON, REST API, SpriteKit, SceneKit, ARKit, RealityKit, Xcode, Unity Engine, .NET, AR Foundation, XR Interaction toolkit, Unreal Engine, Android Studio, Visual Studio, Postman, Git, AWS, React, React Native, Node, Docker.

Methodologies and other skills: Mobile Development, Game Development, XR Development, Unit Testing, MVC, MVVM, Software architecture, Agile and Scrum methodologies, Presentation and public speaking, Learning Aptitude, Problem Solving, Teamwork.

LANGUAGES

Italian (Native) - English (Cambridge B2 Certificate)