



# Leonardo Madia

## Game Developer

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### SOFTWARE



### SKILLS

Write and update **Design Documentation**

**Flexibility** within different tasks and roles

Proactive and respectful **Team Working attitude**

**Teach my knowledge** to an audience of various ages

**Understand** and use new **Software** proficiently

### LANGUAGES



### WORK EXPERIENCE

- Game Designer and Programmer - Independent** Oct. 2023 - Present  
Working on personal or indie projects. Currently developing **Poker Monsters**.
- Interactive Storytelling Teacher - CHRONES** Gen. 2026 - Present  
Interactive Storytelling Teacher for "Career Connect Italy".
- Game Development Coach Maker - Stem your Brain** Feb. 2025 - May 2025  
Teacher for a workshop introducing Aldo Moro Primary School classes to the world of game development.
- Level Designer - LF Vision** Dic. 2024 - March 2025  
Designed levels for **Chamy Ball**.

### PORTFOLIO

#### Game Jams

- Brackeys Game Jam 2025.2 - UE4 - Solo Dev
- Falling Block Jam 2025 - UE4 - Solo Dev
- Firestarter Jam 2025 - UE5 - Programmer and Game Designer
- 2025 Epic MegaJam - UE5 - Programmer and Game Designer

#### Poker Monsters

Sept. 2024 - In Progress

- Indie - UE5 - Roguelike deckbuilder poker-based
- Game Designer and Programmer

#### Avarice: Fallen Gods

Nov. 2022 - Jan. 2024

- Academic/Indie - UE5 - First-person action adventure
- Lead Level Designer, Game Designer and Programmer

#### Gunny: a Colorful Adventure

May 2022 - Oct. 2022

- Academic - UE4 - Third-person platform shooter
- Game Designer, Level Designer and Programmer

### EDUCATION

#### **SAE Institute Milano**

Sept. 2020 - Oct. 2023

Professional Diploma of Game Design

*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.*