



# Leonardo Price

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 **itch.io**

@Nardo23

## SKILLS

**ADVANCED:** Unity, Photoshop CC, Autodesk Maya, Audacity

**EXPERIENCED:** Aseprite, Illustrator CC, Procreate, Reaper

**FAMILIAR:** Unreal Engine, Animate CC, Premiere CC



-Prototyping and developing digital games, from concept to completion

-Organizing and running playtests, taking and analyzing feedback, iterating based on results

-Scripting C#

## WORK EXPERIENCE

**Lead Unity Developer (School Night Seance)**

Ongoing (Parttime)

-Working with an artist/ writer to develop a Point and Click Adventure. Handled all gameplay code and implemented art, animation, and voice work

**Contract Game Designer**

November- December 2023, Giant Sparrow

-Created level design blockouts, and gameplay mechanics concepts and previsualization.

**Composer (Dave Lester: How Does That Make You Feel?)**

September 2022, Spitenik Media

-Composed, recorded, and mixed music for the introduction and credits of the movie.

**Game Developer Find-A-Frog**

2022, Frog Con 2022

-Designed and developed the official game of Frog Con 2022, an online convention with over 1,000 attendees. The game features photos and illustrations submitted by convention attendees and artists.

**Game Artist (Dungeon on the Move)**

January- May 2020, RPI

-Character Animation and Rigging

**Don Price Design, New City, NY**

2016 – 2019

-Assist with Graphic Design, 3D and 2D projects, and Freelance Animation

## Games

**By the World's Wind**

2021-2022

-Solo Developer: Design, Programing, Art, Sound design, and music composition

-Launched on Mac and PC in April 2022 and featured in Indiepocalypse issue #29

**Hot Seagulls in Your Area**

2020

-Co-Creator: Designer, Environment Artist, Sound Designer, Composer

-IndieGames+ must play 2020

## EDUCATION

**Rensselaer Polytechnic Institute, Troy, NY**

Fall 2016 - Spring 2020

-BS, Games & Simulation Arts & Sci.

-BS, Electronic Arts.