



# Leonardo Price

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@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, gathering and analyzing feedback and iterating based on the results

-Scripting C#

## WORK EXPERIENCE

**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, Programming, Art, Sound design, and music composition

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

**Hot Seagulls in Your Area**

**2020**

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

-Launched on Mac and PC in August 2020

-IndieGames+ must play 2020

## EDUCATION

**Rensselaer Polytechnic Institute, Troy, NY**

**Fall 2016 - Spring 2020**

-BS, Games & Simulation Arts & Sci.

-BS, Electronic Arts.