MARCO LEO
Level Designer

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Summary

I was 6 when I started sketching my own Super Mario Galaxy levels, trying to reshape the magic I saw on screen. I didn't know the term 'level design' yet, but I knew that's where I wanted to be. In my free time I try not to let my plants die and listen to true crime stories.

Professional Experience

Olive Branch Interactive | Level Designer   September 2025 - Ongoing

- Built **open-world levels** in **Unreal Engine 5**, progressing from early prototypes and **blockouts** to final asset implementation.
- Organized and conducted **playtest** sessions, **iterating** on level clarity and improving player navigation by up to 90%.
- **Collaborated** closely with a multidisciplinary **team** to align gameplay and visual goals.

Treebit Technologies | QA Tester & Localizer   July 2022 - August 2022

- Collaborated in a team using **Jira** to report and **track bugs** within the game **Dark Stories**.
- **Increased downloads** by 20% in the Italian market by **translating** over **40** new **stories** for the game.

Projects

Kratelum | Level Designer | Unreal Engine 5

- Developed **3 levels** by designing maps, gameplay flows and intensity tables to guide pacing.
- Designed and built **5 Blueprints** for traps that **increased** player **challenge** within levels.
- Collaborated closely with the team on communication and project delivery, **iterating** after 5 playtests to **enhance** player **retention** by over 40%.

Nex Temporis | Level Designer | Unity

- Increased player engagement by **designing** and **implementing 3** in-engine **puzzles**.
- **Built** a complete **level** in-engine by designing the map and planning gameplay flow.
- Created the **lighting** system to **guide** players through puzzles, reducing drop-off by 70%.

Jungle Pizza | Game Designer | Unity

- **Designed** and **implemented** a **mini-game** in-engine in collaboration with programmers.
- **Refined** the **level** after **3 playtests**, increasing player enjoyment by over 20%.
- Created **game screens** with a focus on clear and intuitive navigation.

Education

Digital Bros Game Academy | Game Design Course   October 2023 - July 2025

- Learned **game design fundamentals** while focusing on specialization in **level design**.
- Gained hands-on experience with **UE5** and **Unity**, prototyping using **Blueprint** and **C#**.
- Worked in **multiple teams**, consistently fostering communication and collaboration.

Skills & Languages

- Unreal Engine 5
- Unity
- Jira
- Figma
- Microsoft Office
- Photoshop
- **English** - Fluent
- **Italian** - Native