

LEONARDO NICOLO' PICCHIONE

GAME DESIGNER - LEVEL DESIGNER

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PROFILE

Game and level designer with a design-focused academic background from AIV Accademia Italia Videogiochi and three years of hands-on project work spanning board games, FPS, physics-based arcade, and narrative-driven sci-fi horror titles. Experienced in game and level design, systems balancing, playtesting, and design documentation. Full portfolio and case studies at lnpicchione.com.

SKILLS

- Game Design
- Level Design
- System Balancing
- Playtesting
- Team Collaboration
- Language: Italian (Native), English (C1)
- Design Documentation
- Narrative Design
- World Building
- Video Editing
- Prototyping

PROJECTS

- **Echo: Rogue Machine** | *Game Designer and Level Designer* | Unreal Engine 5.4 | 2022-Present, paused
 - Near future sci-fi horror game, developed over three years with a team of 7;
 - Conducted competitor analysis to inform overall design direction;
 - Owned level design for Assembly Room, a puzzle space built around a generator reactivation sequence across four outer rooms.
- **Winterfell** | *Solo Designer* | Unreal Engine 5.4 | 2026-Present
 - Solo action-adventure RPG in pre-production, inspired by the Winterfell setting of Game of Thrones.
 - Designed and built a functional combat system, an interaction system and branching dialogue.
- **Ferret's Chase** | *Game Designer* | 2023
 - 3-5 player asymmetric board game with a forest theme;
 - Contributed market analysis, brainstorming and character, tile, object and ability design;
 - Balanced systems through iterative playtesting.
- **Stand Down Comedy** | *Game Designer, Level Designer, VFX* | Unreal Engine 5.4 | Global Game Jam 2024
 - First person arcade comedy game;
 - Contributed brainstorming, documentation, level design, VFX, penalty/overall balancing.
- **Equilibubble** | *Game Design and UI/UX Designer* | Unreal Engine 5.4 | Global Game Jam 2025
 - Physics-based balancing arcade game;
 - Led game design research and designed the UI/UX in Photoshop, implemented in Unreal Engine

EDUCATION

Game Design Course AIV Accademia Italiana dei Videogiochi	2021 - 2024
Creative Writing Course Dreamquest Editorial	2022-2023
VFX, Material & Blueprint Courses Udemy	2026

ADDITIONAL EXPERIENCE

Salesman	2019 - Present
• Sell mobile phones and telephone services in a retail setting.	
Trainer, previously Salesman	2015-2019
• Managed two regional areas: recruited and trained new staff and coordinated sales operations and shift scheduling.	