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David Leonard



I am a games designer with over a year of experience within the industry, during this time I have collaborated with large teams to concept, design and implement core gameplay features following completion of my BA in Computer Games Design.

Disciplines

- Level Design
- Game Balance
- Concept Design
- System Design
- World Design
- Prototyping

Technical Skills

- Unreal 4
- Adobe Photoshop
- Autodesk Maya
- Adobe Premier
- Microsoft Word
- Microsoft PowerPoint

Experience

Junior Designer on Unannounced AAA Third Person Stealth Game

From: June-2017 to March-2018

Sumo Digital, Sheffield

Designed key features from high concept and implemented them within the in-house engine. Worked on layout and level design and worked extensively with the engines visual scripting.

Junior Designer on Unannounced AAA 3D Platformer

From: June-2017 to March-2018

Sumo Digital, Sheffield

Prototyped and iterated upon key gameplay mechanics and designed levels with a focus on flow and composition. Designed various puzzles and helped to design a new gameplay feature.

Education

2013 - 2016

BA (2:1 Hons) Computer Game Design, University of South Wales

For my third year university project I worked to concept, design and polish Geostorm, a local versus game with a retro wave aesthetic and lightning fast competitive gameplay.

Hobbies

I enjoy working on personal game projects, writing short stories, reading and playing ping-pong.