MARCO LEO

Level Designer

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About Me

Level designer with experience across both team-based and personal projects. I take a **gameplay**-driven approach, with a strong focus on player **flow**, **pacing**, clarity, and **environmental storytelling**. I create spaces that naturally **guide** the player while reinforcing the game's narrative and mechanics. Outside of work, I try not to let my plants die and listen to true crime stories.

Professional Experience

Olive Branch Interactive | Level Designer | September 2025 - February 2026

- 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

Aethelia | Unreal Engine 5 | October 2025 - February 2026

- **Designed** and **implemented** a full level from **blockout** to final **systems** in-engine.
- Iterated on the level through **6 playtests**, **improving** player **feedback** by **50%**.
- Built **20+ Blueprint**-based interactive systems to add gameplay challenges.

Kratelum | Unreal Engine 5 | December 2024 - July 2025

- 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 | Unity | January 2024 - March 2024

- 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%.

Education

Digital Bros Game Academy | Game Design Degree | 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
- Blueprints / C++
- Figma
- Maya
- Jira
- Microsoft Office
- **English** - Fluent
- **Italian** - Native