

GONZALO PONCE DE LEON

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SUMMARY

Organized and independent professional with solid skills and time management

Native Spanish and Italian speaker

KEY CAPABILITIES

- Teamwork
- Highly Motivated
- Creative
- Problem solving
- Fast learner
- Passion for detail

EDUCATION

- **Game Designer: 2017**
Digital Bros Game Academy, Milano
- **Diploma in Marketing and Accounting: 2015**
Italo Calvino, Istituto Tecnico – Settore economico – Rozzano (MI) - Italy
- **English Language C1 certificate: 2016**
Education First, Los Angeles, USA

RELEVANT PROJECTS

UNTIL I BREATHE: First Person Adventure with survival elements – UNITY 3D

THE SHIP'S BOY: Turn-based exploration game with puzzle elements – CONSTRUCT 2

INSANITY: Platform Shooter 2D in pixel art with puzzle elements – CONSTRUCT 2

THE LABYRINTH OF TIME: 48h Project created during a Jam session – UNITY 3D

M.I.L.H.: Pen & Paper Card Game – PEN & PAPER

SOFTWARE AND TOOLS

Unity 3D, Construct 2, SourceTree, Trello, MS Office, Google Suite, Collaboration Tool

PORTFOLIO

<https://www.poncedeleon.me/>