

Gabriela Leão | Game Designer

gabileaot@gmail.com – portfolio at gabrielaleaot.com

Professional Experience in Games

- Generalist Game Designer for the MMORPG Sandbox **Profane**, currently in development by Insane Game Studio | since June 2023
- Quest Designer and Game Writer at El Tigre Studio, developing the RPG and Battle Card Game **Zeengs: Escaping the Planetoid** | since May 2024
- Level Designer and Cinematics Designer at Bad Kid Games: responsible for the narrative, cinematics and level design to a number of pixel art, puzzle games. Here's the [steam page](#) | August 2021 to September 2022

Education

- Game Design: Zion School – November 2020 to October 2022
- Literature, Art and Contemporary Thinking: Post-graduation course at Pontifícia Universidade Católica do Rio de Janeiro, PUC-Rio – March 2020 to August 2021

What else

- I've worked with both Unity and Unreal Engine.
- I have good knowledge of Visual Scripting, I'm used to C# logic and can navigate through code.
- During my Game Design formation we'd develop games using Unreal Engine's Blueprints.
- I have some experience with Maya, as we used it for projects at Zion School.
- At Bad Kid Games, I'd write the narratives in both Portuguese and English.
- I'm in love with the concept of environmental storytelling and aim, always, to design levels and systems in a way to better tell a story.
- While 'in between jobs' in 2023 I was writing and developing an Investigative Point n Click game called Timeline, the [devlog](#) is in my portfolio. I have a goal to finish it during a vacation.
- I'm a writer, with 3 published mystery novels and many horror and dark fantasy short stories.
- I wrote a sci-fi comic book series for a NFT project called 55Unit, by Lumx Studios, in which NFT holders could choose what would happen in the next episode and we'd have to adapt to their choices.
- I actually graduated as a Lawyer. It didn't suit me.

Languages

- Native Portuguese Speaker
- Fluent English
- Intermediate French

My overly long list of experiences as a law student, narrative designer and writer is detailed in my portfolio and LinkedIn. I wrote scripts for comics as well as short videos. I worked at the District Attorney's office, the Special Cases Court (for minor crimes) and a law firm. As you can see, I was all over the place before I found Game Design. But hey, all that summed up to a very particular set of skills I put to good use.