Leonardo Coyado

Nationality: Brazilian

1999 Brazil

Role: Game/Level Designer

Q Languages: English B1

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♀ São Paulo

https://www.fiverr.com/thelightkeepers https://lightkeepersmachine.itch.io

https://www.behance.net/coyadodev

EDUCATION

2019-2020 **Digital Games Technical**

Bachelor's

IMPACTA · São Paulo ♥

2017-2019 **IT Technical Course**

SENAC · São Paulo ♥



2016-2018 **English Course**

CNA · São Paulo ♀



CERTIFICATES & GRANTS

2021	Game Design Theory: Star Method
2020	Digital Games Technical Bachelor's

2020 Level Design Master Class: All in Complete Course

2020 Player Behavior and Psychology Applied to Games

2020 Creativity and the Creative Process for Designers

2020 Adobe XD Course

IT Technical Certificate 2019

2018 FCE Cambridge Assessment English

RECOMMENDATIONS

Jan. 2022 "Leonardo was exceptional in all departments. Prompt and clear communication and delivered exactly what he

promised. I am more than satisfied with what he was able to deliver in such a short time. Will surely work with him again on more projects. Highly recommended!!.", diki24,

India, Jan. 2022. From Fiverr

Mar. 2021 "A sharp mind. One of my most creative students. One of my most committed students.", Fabiano Onça, Brazil, Mar.

2021.

Sept. 2021 "Thank you so much! Seller is super fast and can really

run with making a great GDD with just brainstormed ideas. Wow!.", Sophia Boettcher, United States, Sept. 2021. From

Fiverr

Sept. 2021 "The LightKeeper's Machine team did an excellent job!

They really went above and beyond in helping us shape our video game idea. I appreciate the Zoom call they offered during the development of the document in addition to the fast delivery time as well. Highly recommended!", Devoni, Bahrain, Sept. 2021. From Fiverr

Oct. 2021 "Did amazing work and was very detailed in the final product.", Devoni, United States, Oct. 2021. From Fiverr

Professional Experience

Freelance Game and Level Designer LIGHTKEEPER'S MACHINE · São Paulo 9



2020 Freelance Game Designer LITTLE GIANTS · São Paulo 9



</> ABOUT ME

Graduated at Faculdade Impacta de Tecnologia as a Technical Bachelor in Digital Games, and in the technical course of Informatics T.I at SENAC institution.

Experience in participating in several projects at SENAC in which I stood out mainly working in the database area, where I have great affinity. I developed the entities of a pharmacy detailing all attributes. I was successful and recognized by the teachers for my personal commitment and dedication, as well for being a great teamworker with all the members of the group.

I'm focusing on Level and Game Design studies and participating in several Game Jams, following events related to the area. I've been building maps using Level Editors from some games. Currently I work on a team of 3 people called Lightkeeper's Machine. We develop games in a freelance manner to individual clients, in which my role is Game Designer.

SOFT SKILLS

★★★☆☆	Creativity
***	Leadership
****	Communication
****	Teamwork
****	Empathy

HARD SKILLS

****	Game Desig
★★★☆☆	Level Desigr
★★★☆☆	Unity
★★★☆☆	Database
****	PowerPoint
★★★☆☆	PhotoShop

