

Léo Munoz

Game Designer / Associate Producer

ABOUT ME: [HTTPS://WWW.LEOMUNOZ.PRO](https://www.leomunoz.pro)

Passionate Game Designer and Associate Producer with 4+ years of experience leading cross-functional teams, designing innovative gameplay systems, and delivering high-quality projects for clients like TLM Partners and SlimeGate.

Expertise in Unreal Engine 5 and Unity, combined with agile methodologies to optimize production and create engaging player experiences.

Avid gamer with a proven track record in game jams and server-scale projects, dedicated to pushing industry boundaries.

WORK EXPERIENCE

Associate Producer / Game Designer

VARIOUS CLIENTS | REMOTE | MARCH 2024 – PRESENT

- Led production and design efforts on multiple client projects, including collaborations with TLM Partners, aligning deliverables with client visions.
- Delivered game solutions under tight deadlines, consistently completing complex projects on time and within scope.
- Coordinated artists, programmers, and QA teams to ensure seamless integration and high-quality outputs.

Game Designer

PLAYMAGIC | MALTA | MARCH 2022 – MARCH 2024

- Designed and implemented original gameplay systems and mechanics, enhancing player engagement in combat, leveling, and item progression.
- Managed cross-functional teams of artists, programmers, and QA to deliver high-quality games, optimizing workflows with JIRA, Agile, and Scrum to reduce development time.
- Contributed to production pipelines, resulting in efficient project delivery and improved team productivity.

Founder

VALKRY'S | FRANCE | OCTOBER 2021 – DECEMBER 2024

- Initiated and led a multiplayer game server project supporting thousands of players, guiding a 20 person team from concept to launch.
- Developed an intelligent in-game shop system for item sales, boosting player enjoyment and revenue potential.
- Created balanced gameplay features, including combat mechanics and progression systems.

EDUCATIONAL INFO

Bachelor in Technical Game Design

ESA GAMES | FRANCE | JULY 2017 – JANUARY 2021

- Led team projects on Unity, winning Student Game Jam awards in 2019 and 2020 as Lead Game Designer.
- Developed games using Unity and Unreal Engine 4.



TECHNICAL SKILLS

- Unreal Engine 5
- Unity
- Agile Development
- Scrum Methodology
- Photoshop
- Jira
- Confluence
- Git / Fork
- PowerPoint
- Excel

PERSONAL INFO:

Portfolio: <https://www.leomunoz.pro>

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REFERENCES:

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