

CURRICULUM VITAE

León Fenzl



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Working Experience

2016 – currently
Brasília, BR
Vienna, AT
Gameplay Programmer & 3D Modeler
I have been working as a freelancer for clients in Brazil and abroad since 2016, focusing in 3D modeling, rigging and overall development using Unity, Unreal and Godot.

10/2022
Brasília, onsite & remote
Freelance teacher of Godot & Blender @ SESC Brasília
Intermediary level workshops in modeling and animation using Blender and programming workshops using the Godot engine.

02/2013 – 06/2016
Brasília, BR
Teacher of Unity & C# @ Happy Code development school
Introductory courses for kids and teenagers on Unity and game development using C# and the Unity scripting API.

2019 – 2020
Brasília, BR
PODCAST "JAMCAST IESB" @ IESB University
Podcast created during my time at the university covering recent developments in the local game industry.

Education

2018 – 2021

Brasília, BR

Graduation: Digital Game Design @IESB University

My graduation covered key aspects of game development such as concept & sketching, modeling, rigging and programming using various tools like Unity, ZBrush, Maya, Photoshop and their respective scripting languages where available.

I have also developed a solid foundation in important areas like game psychology, narrative & storytelling and marketing.

05/2018 – 06/2018

Brasília, BR

Course: Design and Narrative @ Universidade de Brasília (64 hours)

In this important course I learned how to guide users and help them achieve their goals through design best practices and contextual nudges, using both graphics and copy.

2014 – 2015

Brasília, BR

Course: 3D Modeling and Game implementation @ Game Total School (500 hours)

During this course I entered the brave new world of game design. I learned up to intermediary skills in 3D modeling, rigging and C# development using the Unity framework.

Skills & Interests

Current Toolbelt

Pencil & Paper, Maya, Blender, ZBrush, Modo, Unity & C#, Unreal, Godot, Photoshop, Affinity Photo, VS Code, Git.

Natural Languages

Portuguese (native speaker)
German (intermediate)
English (intermediate)