LEON FELL

Game Design Student

Game Systems Design
Character Design
Level Design
UI &UX

Berlin, Germany
mail: leon.fell@hotmail.de
linkedIn: Leon Fell
instagram: leonigerleon
website: leonfell.com
itch: leonfell.itch.io

ABOUT

My name is Leon Fell and I'm currently studying Game Design in the 4th Semester at the DE:HIVE Institute at the University of Applied Science Berlin, where I'm aiming for a Bachelor of Arts.

I received a broad education while activly working on various game design projects during my studys. My tasks within game development were mainly game design, system design, programming and level design.

Since I've worked for years in the landscape architecture industry I'm quite expirienced in a team-based project workflow. This includes creative design processes, responsibility assignment and timeboxing, which I could develope even further in my game design career.

LANGUAGES

German - Native
English - Fluent

INTERESTS

Videogames
Music
Dancing
Drawing
Tattoos
Photography
Books

EDUCATION

B. Eng. Landscape Architecture
Berliner Hochschule für Technik (BHT)
2015 - 2021

cand. B. Art. Game Design
Hochschule für Technik und Wirtschaft Berlin (HTW)
since 2021 - today

HARD SKILLS

Unity Engine
Unreal Engine
Adobe Photoshop
Adobe InDesign
C# Programming
UE5 Blueprints
Sourcetree
Blender 3D
Vectorworks
Procreate
DaVinci Resolve
Audacity
Hand Sketches
Spatial Imagination
Animation

EXPERIENCE

Internship
Plancontext Landscape Architecture
(Okt 2017 - Feb 2018, 5 months)

Student Worker
Planorama Landscape Architecture
(Okt 2018 - Okt. 2021, 3 years)

Freelancer Landscape Architecture
(since 2021)

Freelancer Tattoo Artist
(since 2022)

SOFT SKILLS

I developed diverse professional skills across modules and honed soft skills under professors' guidance.
Early on, we learned the value of fostering a positive work experience within our intimate team constellations.

During my studies, I consistently cultivated shared visions in teams, leading to successful projects through sensible **communication**, **self-reflection**, and effective **methodology**.

Project Overview

selection of projects developed between 2022 and 2023

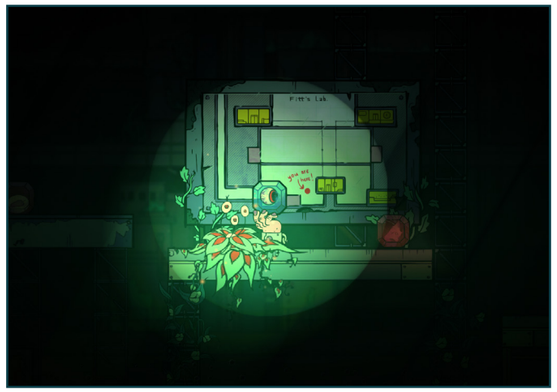
Since I started studying game design in 2021, I've been able to work on various video game projects. In each of these, I worked in different team constellations of four to five people. All of the following games can be found and downloaded on itch.io

My Roles:
For each project I was mainly invoved in the ideation and creation of the core game design. My main tasks were **programming**, **level design**, **ui design** and **sound design**. As well i did **tech art**, **character design** and **animation**.

Apart from the numerous group projects I did several solo projects as well. These were created in individual modules of my university career as well as personal projects outside of university.

download my games for free at leonfell.itch.io

GROUP PROJECTS

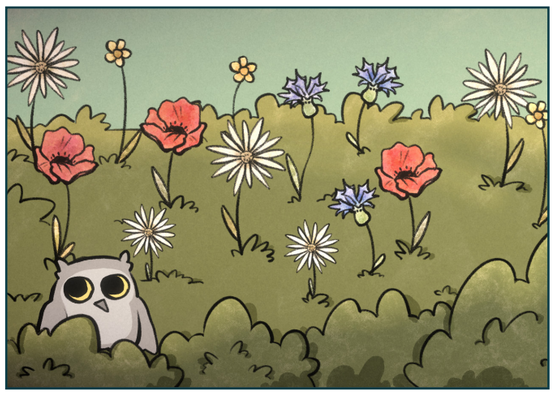


Fitt's Lab

2D Platformer
(main project, 2. semester)

BAYU

3D Platformer
(main project, 3. semester)



Die Kleine Eule

Interactive Childrens Book Story
(gamejam, 4. semester)

STURMFREI

3D Highscore Destruction Game
(gamejam, 4. semester)

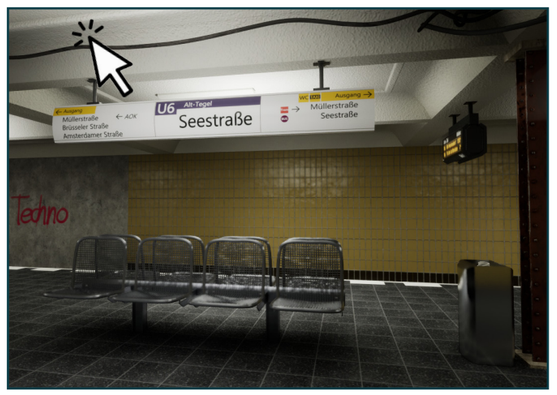
SOLO PROJECTS

Spooky Garbage Hunt

3D Highscore Stealth Game
(level design module, 4. semester)

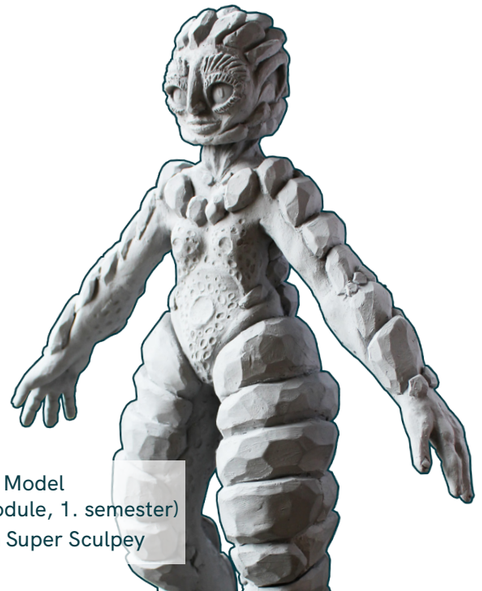
Sprout

2D Puzzle Plattformer
(**study application**)



Berlin Subway Station

3D Enviroment Showcase
(3D tech module, 3. semester)



Liv

Character Model
(design module, 1. semester)
made with Super Sculpey

Fitt‘s Lab

2nd semester project | 18 weeks

Context:
Main project of the 2nd semester
2D Game

Time:
10 weeks
May 2022 - July 2022

My tasks:
game system design
level design
ui design
character design
programming
sound design
tech art

Team:
Darius Bergmann
Leon Fell
Anica Gritzki
Jennifer Seeber

Coaches:
Prof. Susanne Brandhorst
Prof. Thomas Bremer
Friedrich Schadow
Jules Pommier
Timo Falke

Unity

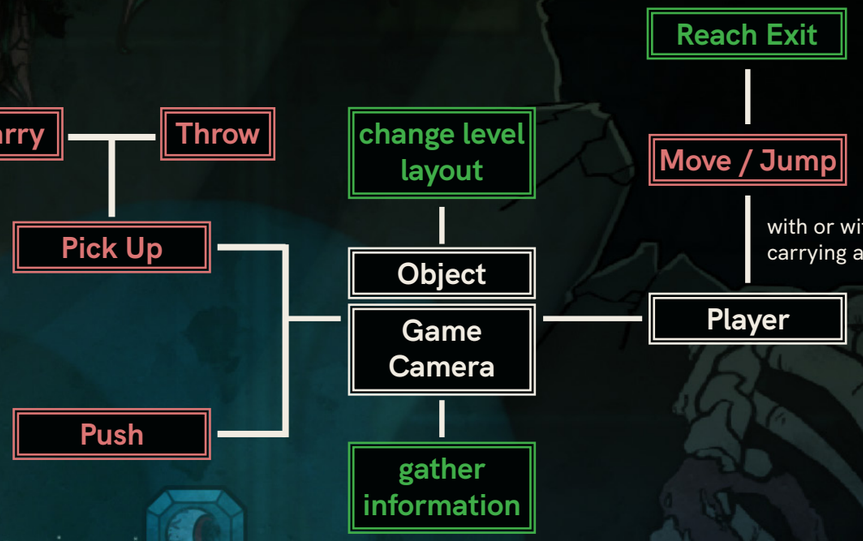
Download it on itch.io!

„Hand - Eye - Koordination“

Fitt‘s Lab is a 2D side-scrolling platformer with a twist. Unlike other platformers, the game‘s camera is disconnected from the character the player control. Instead the camera is connected to a separate object the player can carry, throw, push and or recall.
When the player carries the camera object with them, the movement is limited, but leaving the object behind or throwing it ahead runs the risk of losing sight of the player character. With a level full of dangers and drops, precise jumps are paramount, while scouting out the area and memorizing landmarks is important as well.
With the resulting game feel of this duality we wanted to make the process of overcoming the challenge of mastering the One Room Level feel especially rewarding.

fake screenshot

real screenshot



My Contribution

On the whole, we worked especially in the beginning with an everyone-does-everything approach to development since this being our first autonomous attempt to team-produce a video game in university. After half the time we started to specialize in individual tasks more.
My main tasks on Fitt‘s Lab were level design and visual developement in combination with the technical instantiation. I spent most of my time planning the structure of the level, designing and animating the characters, and doing some additional work in various areas.
Concept art, asset production, sound design, programming, particle effects, ui-design and ux-design were also part of my job.

Fitt‘s Lab

2nd semester project | 18 weeks

What worked out well..

Fitt’s Lab being our very first “big” project and having the privilege to work with fantastic teammates made the process incredibly rewarding. Seeing for the first time a game concept going from ideas to actual game in this environment was a great experience. Fitt’s Lab set me on the path to further specialize into level and system design as well as character design.
While being a bit rough around the edges I think Fitt’s Lab gets a lot of mileage out of our ideas. And with the gameplay, visuals and sounds it delivers a solid package that motivated quite a lot of people to sit down and play through the whole of it on the occasions we had to present it to an outside audience.
One aspect that I personally really enjoy is the mysterious and subtle narrative of the game, that while being deliberately vague conjures intriguing questions about the game’s setting.

.. and what did not

The game overall was a big success overall, but there were of course some issues. The performance was quite bad and the level design sometimes contained some faulty concepts. In addition, the controls took a lot of getting used to and players often had difficulties finding their way around at the beginning.

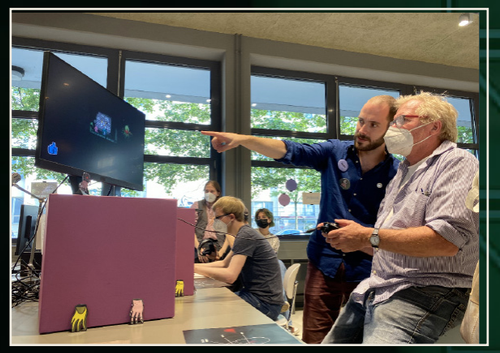
Fitt‘s Lab

2nd semester project | 18 weeks

Success outside the lab

After the positive response we got from bi-annual showcase event at our uni we sent Fitt’s Lab to the “Deutscher Multimediapreis mb21” and were nominated and invited to the event. There we got second place in the age bracket 21 to 25.

From there the organizers of the event reached out to us to invite us to an exhibition in Budapest, Hungary, where we had the opportunity to present Fitt’s Lab to an audience of Austrian, German, Czech and Hungarian artists and devs.



Fitt‘s Future

We have discussed returning to Fitt’s Lab gain after we got more experience as game evelopers. And while we probably have to ework the game from scratch, as our lack of xpertise is noticeable in the game’s project iles, it is definitely a possibility that we will develop the game further in the coming years.

BAYU

3rd semester project | 18 weeks

Topic:
3D Game - „Kammerspiel“

Time:
18 weeks
Okt 2022 - Feb 2023

My tasks:
game system design
programming
level design
sound design
logistics
ui design
ux design
tech art

Team:
Adrian Acevedo
Fil Borgmann
Leon Fell
Friederike Rost

Context:
3rd semester - main project

Coaches:
Prof. Susanne Brandhorst
Prof. Thomas Bremer
Sandro Heuberger

Unity

Download it on itch.io!

„Beyond the Sea“

BAYU is a peaceful 3D platformer, in which you'll explore, jump by jump, a deserted island in the sparkling ocean.
You play as a fish outside of its natural habitat. Master the controls and learn special abilities that will reveal the freely accessible game world to you and make your movement flow dynamic.

Find your way, interact with the world and its secrets, and make the island your own.
A specially composed soundtrack and the light-hearted atmosphere make BAYU a game to relax and enjoy.

BAYU

3rd semester project | 18 weeks

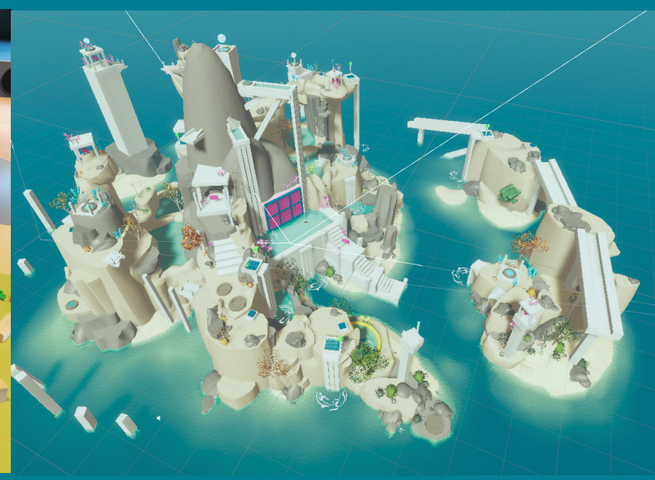
My Contribution

My main contribution for this project was crafting the level design, adjusting the character controller and programming the whole game.
Especially the coding was a challenge for me since i just started learning it in the university context. With this being our first 3D game ever this was quite hard for me to cover but in the end the project was running pretty good in terms of bugs.

The leveldesign part on the other hand suited me better, given my knowledge of studying and working in the landscape architecture industry for years before switching to game design. Letting the island grow in a natural way while keep the player on track was a nice challenge.

Additional I made the sound design which i tinker entirely from free to use sounds from the internet. I tried to keep them in a harmonic composiotion while still provide the player with information and feedback. For the soundtrack, I teamed up with an old schoolmate who, after some iterations on my part, produced a really beautiful and fitting track.

Furthermore, I had a share in many small sub-tasks within the realisation of the project. The UI design deserves special mention.



„BAYU“

3rd semester project | 18 weeks

The Negatives

Unfortunately, it was a shame not to be able to implement some of the ideas from the concept phase. Furthermore, I would have worked out aspects of the level design, the player representation and user experience differently in the meantime. Also performance was a persistent problem from the implementation of the graphics.

The Positives

The biggest achievement, in my eyes was the completion of a compact and well-rounded result. Cooperation was sometimes very difficult in the first few weeks, as we spontaneously decided on the topic for the semester project as a team and had never worked together before.

Finding a common goal got off to a very bumpy start due to the very different character traits and ideas of the project members. It was all the more fulfilling to grow together into a powerful and well-functioning unit over the course of the months. Completing the game as the main programmer was also a great achievement for me personally due to my limited previous experience.

Becoming „Lighthearted“

With the catchphrase „lighthearted“ we established a corepillar for our design process that we could always pivot ourselves towards at every stage of decision making.

The content of our work involves a situation that is actually rather negative, as the character is acting outside his natural habitat. Therefore, it was important to make the flow of the game as easy and fun as possible.

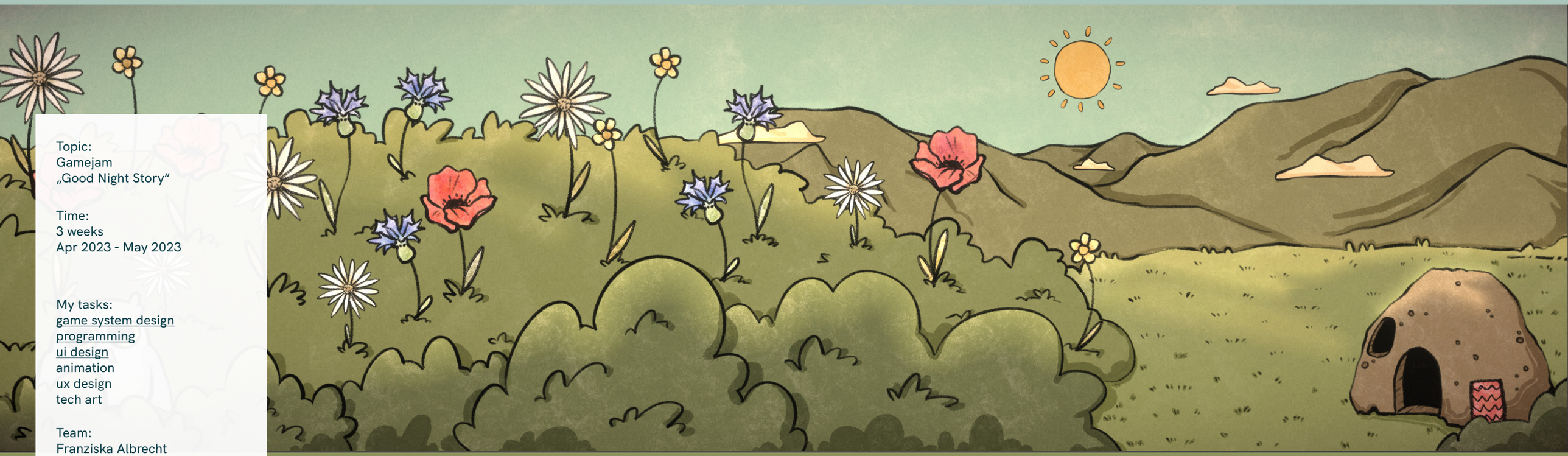
The jump-based control with dynamic transitions between land, air and water movement provides a fluid gameplay. Together with the beautifully designed environment and a natural soundscape, supported by a specially created soundtrack, BAYU manages to offer a nice challenge according to its genre. The lack of a classic game over also helps to keep the players motivated.

The future of BAYU

The positive feedback we have been able to gather inspire our own perspective on BAYU. Since the prototype is self contained, but its systematic structure offers many possibilities for extensions, there’s an option for further development.
With being busy with future university projects there was by now no time to deal with BAYU further. Any following development will depend on how interested individual members of our team.

Die Kleine Eule

4th semester gamejam | 3 weeks



Topic:
Gamejam
„Good Night Story“

Time:
3 weeks
Apr 2023 - May 2023

My tasks:
game system design
programming
ui design
animation
ux design
tech art

Team:
Franziska Albrecht
Leon Fell
Hana Hong
Nina Kieu
Mikheil Tugushi

Context:
4rd semester - game jam #01

Coaches:
Prof. Susanne Brandhorst
Prof. Thomas Bremer

Unity

Download it on itch.io!

Transforming a bedtimestory into a videogame

„The Little Owl“ is a relaxed little interactive story for children between the ages of 5 and 10 that can be experienced together with parents or alone. The theme is the fear of darkness. You accompany a little owl on a trip during which day and night are learned to know and appreciate.

Transforming a children‘s story into a video game format was a real challenge. Above all, a focus on the target group was crucial.

Game mechanics and narration were very mismatched at the beginning, so from week two we focused on a narrative experience with minimal gameplay interaction.

Gamejam Approach

The tight schedule showed us how quickly decisions can be made and individual work packages distributed.

The finished work comprises a complete interactive story in individual accessible chapters. The development process was completely crunch-free.

Even though the time available within the Game Jam was limited, it was important for us to collect and incorporate feedback.

In addition, many students could relieve some of their own project stress, which gave us an extra feeling of reward.

Die Kleine Eule

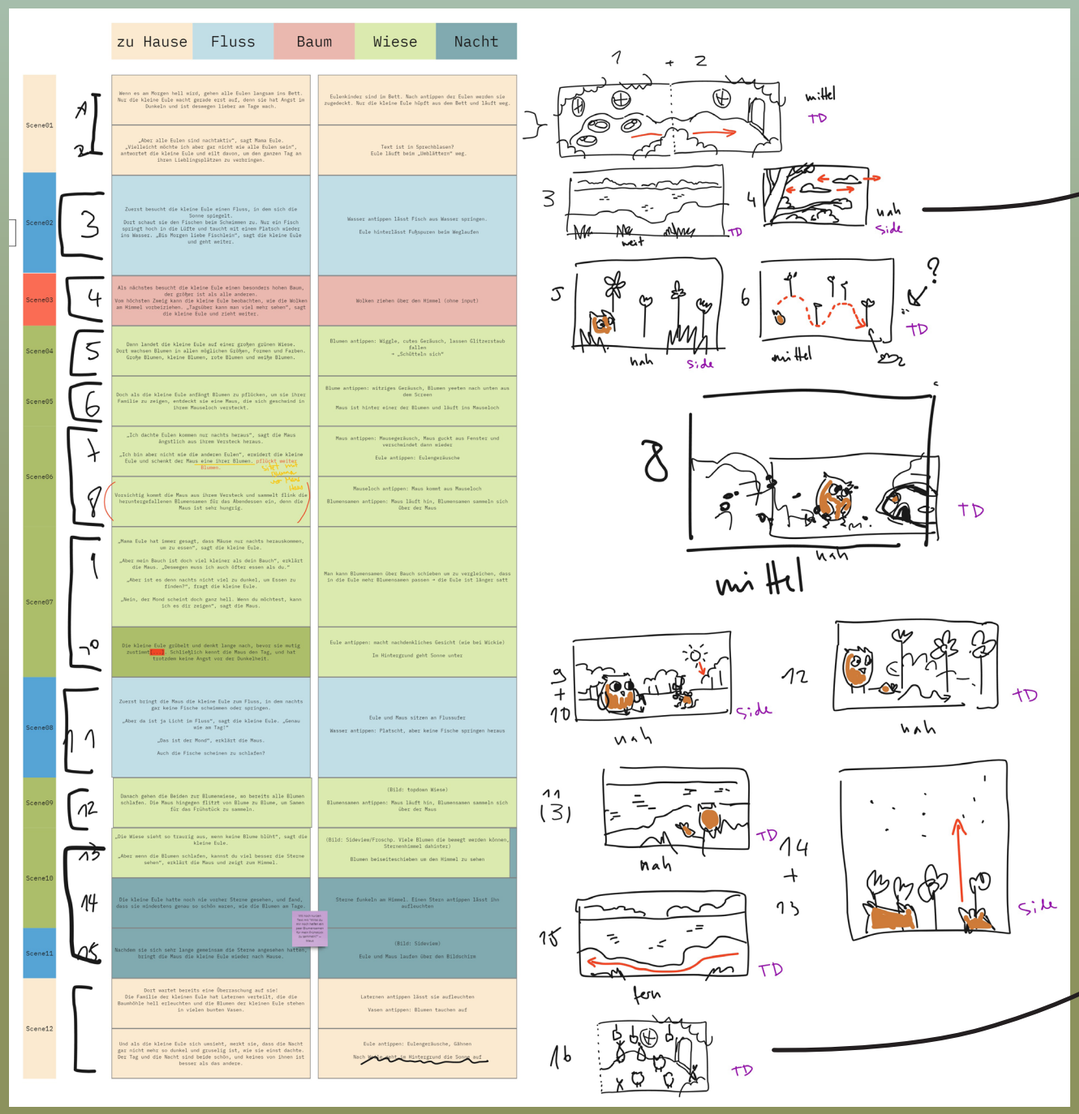
4th semester gamejam | 3 weeks

My Workload

Most of my work consisted of organising and programming the storyline in the individual chapters. For this we created an overview in which the narratives, the compositions and the interactions were determined.

Furthermore, I plugged the components together in most of the scenes and programmed their dependencies. I also designed the user interface and placed VFX effects for the user guidance.

Even though all team members are already capable of many various tasks, I was able to pass on a lot of my previous knowledge, especially sound design and animation, to my colleagues in this project.



STURMFREI

4th semester gamejam | 3 weeks

Topic:
Gamejam
„Good Night Story“

Time:
3 weeks
July 2023

My tasks:
game system design
environment design
level design
2D art
asset production
programming
tech art

Team:
Darius Bergmann
Leon Fell
Anica Gritzki
Jennifer Seeber
Leonie Straßer

Context:
4rd semester - game jam #02

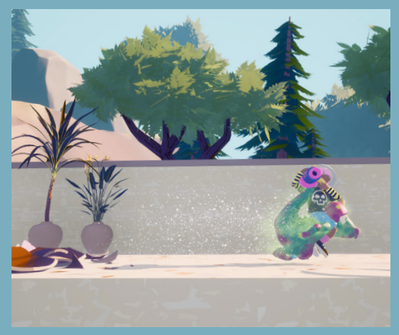
Coaches:
Prof. Susanne Brandhorst
Prof. Thomas Bremer
David Witzgall

UNREAL ENGINE

Download it on itch.io!

Old colleagues new tools

I found myself working on the project with my team from the second semester. It was a very relaxed working atmosphere that I used to get to grips with the Unreal Engine.
Even though I still prefer Unity, this experience was very educational and some of the features of Unreal are very impressive.



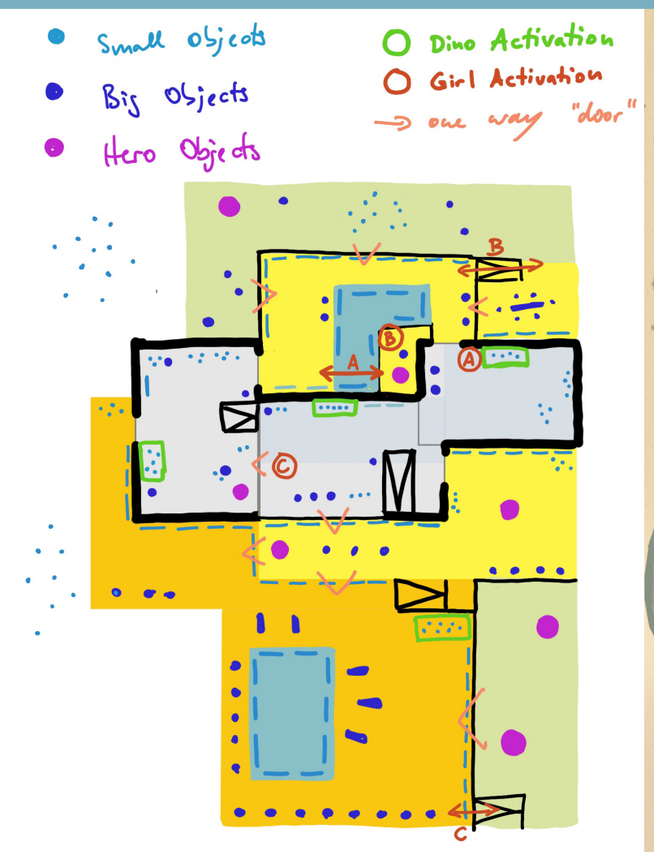
Sticking to a very specific topic

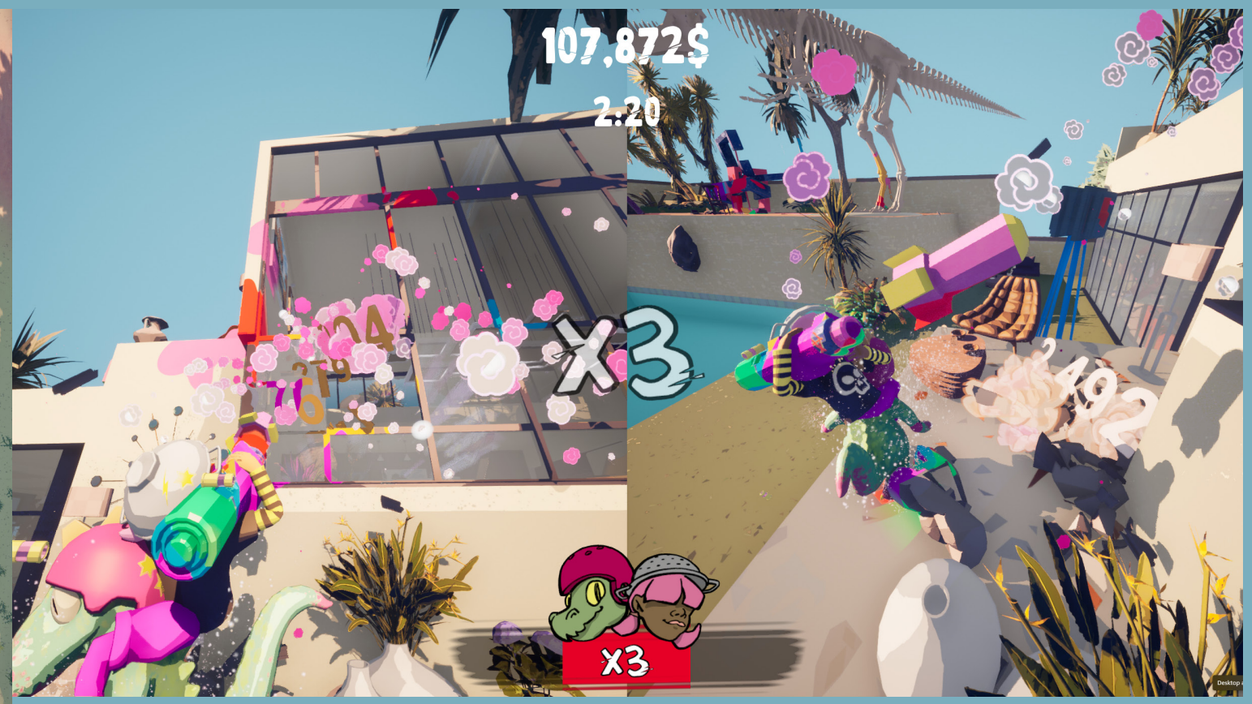
For our second gamejam, we chose a very specific theme. The brief was „a girl discovers a dino egg. the dino hatches.
Together they destroy a Richard-Neutra-House“.

This is how STURMFREI came into being, a highscore demolition game that can be played locally by two players. The players take over the individual characters and have to coordinate their unique skills in order to achieve the maximum amount of scrapped interior together.

STURMFREI

4th semester gamejam | 3 weeks





My Roles

In Sturmfrei I was mainly responsible for the level design, environment design and 2D graphics. In addition, I have worked on many small tasks such as partcileeffects, sounds and assetproduction.

In this project I had the greatest difficulties with programmes so far. Working with Unreal was very unfamiliar and the three weeks of Gamejam were very short. Character modelling, especially rigging and animation, were enormous challenges from which I learned a lot.

Feedback

While there have been many ups and downs in our development, a lot has happened in the last week. Unfortunately, due to the implimation effort, some features have not been in the final game.

However, the feedback from the players during our internal university showcase event was overwhelmingly positive.

Spooky Garbage Hunt

level design module (solo project)

Topic:
Level Design and
Environmental Design

Time:
2 months
Jul 2023 - Aug 2023

Coaches:
David Witzgall

Unity

Download it on itch.io!

Challenging my submission parameters

The hand-in in my level design module at the university was very free. We were provided with various pre-produced tools with which we were to design a first person game with an interactive environment within the Unreal Engine.

Since I preferred Unity more at that point and was more interested in a third person game, I worked in this direction after consulting with my lecturer. I reduced the additional work of character controllers, animation and camera behaviour to a minimum and produced a game with a low poly artstyle that focuses strongly on the gameplay.

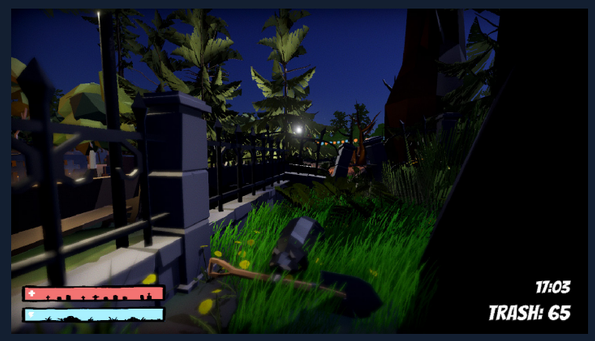
Trashpanda meets stealthaction

Spooky Garbage Hunt is a stealth game in which you control a raccoon that raids the rubbish bins of a cemetery. A time limit and the threat of cemetery guards in the form of flying scarecrows put the player under pressure.

There are five individual areas to discover, each with its own atmosphere, which can only be accessed by opening gates or breaking into fence holes.

Spooky Garbage Hunt

level design module (solo project)



Learnings

To create a complete game alone was a very impressive experience. Apart from the assets I downloaded from the Unitystore, I created everything myself.

Especially for UX design, an intensive playtesting routine was important. I kept giving the current work statuses to new people with different backgrounds in order to gradually incorporate more and more guidance into the game.

Of course, the game is still very rough, and in retrospect I would have approached basic gameplay loops differently, but for a module delivery I am very satisfied. I have definitely noticed how important a team and the exchange of ideas and solutions is to me.

SPROUT

study application (solo project)

Topic:
Application for university

Time:
11 weeks
April 2021 - July 2021

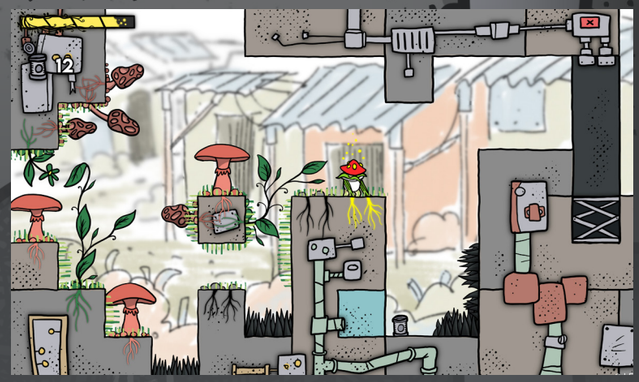
Coaches:
Family and Friends :)

Unity

80 years after the expiry of the best-before date

The game character in SPROUT is a yoghurt pot that has been in the fridge for far too long. Now a rugged and lifeless landscape of the remains of human civilisation awaits him.

Using various tools in the form of plantable plants and mushrooms, he can make the environment of the 2D game his own and forge his own path.



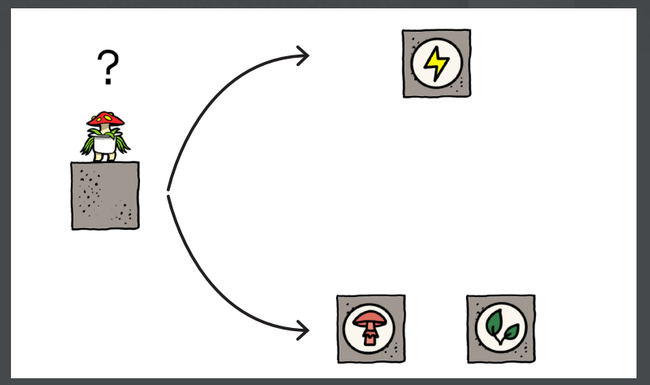
A LOT to deal with

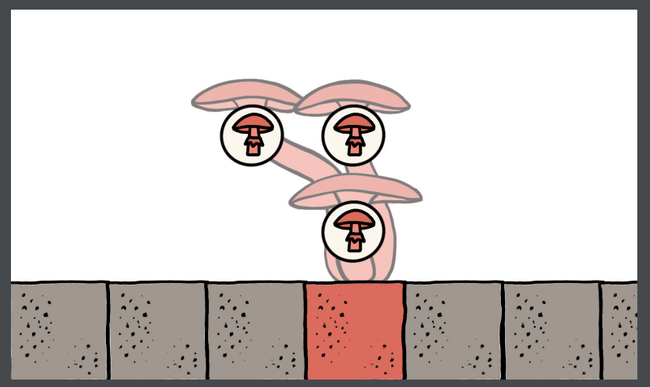
The topic for the application to the Game Design degree programme in my year was „LOT“, which is a term that can be interpreted in many different ways in both German and English.
The theme was implemented by me in three different ways:

1. „Etwas ins Lot bringen“ is a German proverb for bringing something back into balance. The basic concept was to replant the game world in the progression of the game and thus bring new life into the post apocalyptic world.

2. Lot as a plot represents the general resource conflict within the game. The individual panels from which the levels are built represent energy stores, which can be filled with the plants and mushrooms or from which energy can be withdrawn to fill one’s own energy supply.

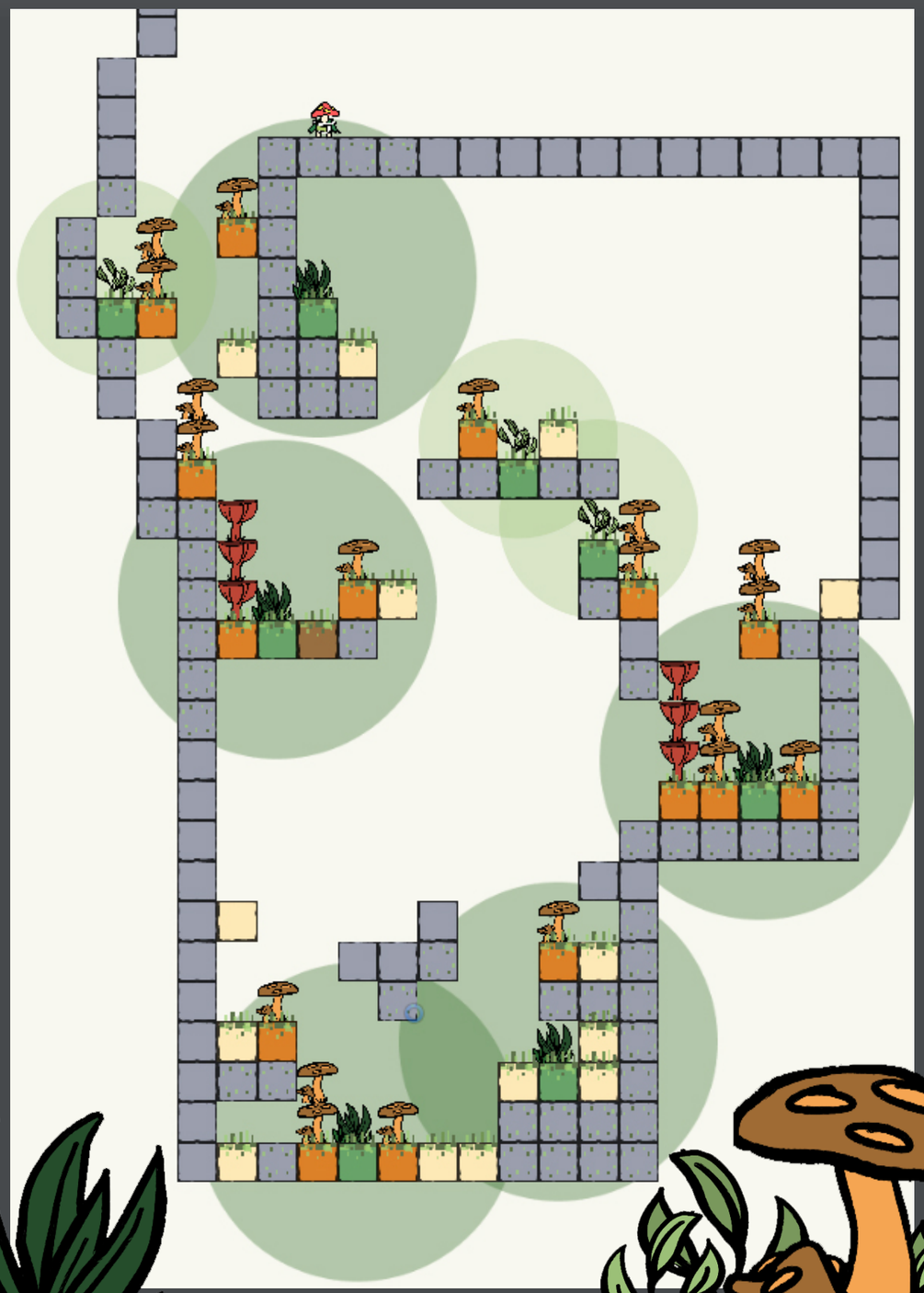
3. In geometry, a mathematical perpendicular is a line or straight line that is perpendicular to a given straight line or plane. This is the system I had in mind for implementing the individual plants and mushrooms.





SPROUT

study application (solo project)



Bringing a concept to life

While I'm studying, I'm already thinking about what my bachelor's thesis could look like. Since the reception to my application from friends and fellow students was very positive and I think that the basic game mechanics still have a lot of potential, I'm started to create an actual video game from my conceptual approach.

On the one hand, I want to test whether the gameplay is really fun and works, and on the other hand, I see the possibility of creating the basis for my bachelor's thesis in the development. In this way, I could show that I am able to independently develop a fully functional and exciting prototype at the end of my studies.

Berlin Subway Station

3rd semester 3D technical module (solo project)

Topic:
Recreating a Subway Station

Time:
2 weeks
Feburary 2023

My tasks:
3D Modeling
Texture Design
UnrealEngine

Coaches:
Prof. Jan Berger
Fil Borgmann

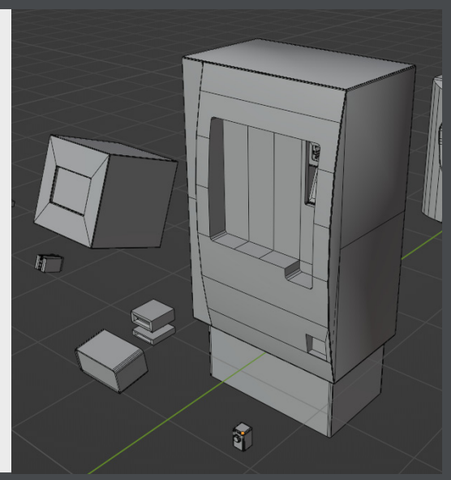
UNREAL ENGINE

Recreating Berlins Underground

The Berlin subway is a project that was created as part of the Game Design program in the 3rd semester.
The task was to model and stage a Berlin subway station with the help of 3D Software, Blender in my case, and the Unreal Engine 5.

It was the first time I used and learned a program for modeling 3D assets.

I chose the Seestraße train station (Berlin), for its potential to create an atmospheric scene out of the quite ugly environment.
Overall, I am very satisfied with the final result, the task helped me to develope an understanding of creating and texturing 3D models, as well as to organize and structure a single project.



Berlin Subway Station

3rd semester 3D technical module (solo project)