



# I'm Leo Lammie

a multi-disciplinary professional. Game designer, UX specialist, creative and artist with experience in International companies through visual arts, digital products, softwares, video games development, research, and multiple medias.

## Here some projects, I worked on...

[www.leolammie.com](http://www.leolammie.com)





## WEB DESIGN + SEO

# Buying online it has never been so easy.

### Brief

The AIRBOX PANAMA website had been facing problems of user conversion, information distribution and a strong drop in visits, complemented by a high number of bounces.

### Idea

Development of a proposed new UX User Experience for the whole site and a new look and feel that changes depending on the season and the needs of the consumer,



From WHOLESALE to ECOMMERCE

# Convenience and satisfaction for sale

## Brief

The purchase of supplies for Hotels, AirBnB, hostels and lodgings is a complex and difficult task, apart from requiring many steps and trust. World Target Supplies gave us the task of taking this process online.

## Idea

Develop an exclusive eCommerce for the sale of these supplies, which simplifies the experience but at the same time complies with the steps of the regular purchase. The customer and their parties manage each purchase, track them, and evaluate them closely. In addition to having control of each step of the purchase.





WEBAPP "CUSTOMS UBER"

# Digitalization of the Customs Processes

## Brief

Develop a database platform to simplify the customs declaration and processing service, control the step-by-step invoice process and notify customers of the status at each stage of the process.

## Idea

Platform with 5 different forms of access. Each one with specific and interconnected functions:  
Manager, collaborator, accounting, courier, transport, customers, laboratories and distributors.







IG FILTER / GAME

# CRUNCH-ING

## Brief

Create a filter to go along with the campaign "HAZLE CRUNCH A TU DÍA" Latin American "CRUNCH-ING" campaign, which will represent the fun and challenging spirit of CRUNCH.

## Idea

Development of a filter that also functions as a fun game that can be easily replicated.



IG FILTER / GAME

# How much "MORE" are you?

## Brief

Find a fun way to create empathy with "MORE" Condoms consumers and also make them part of our communication.

## Idea

A fun filter that praises you by assigning you a MORE style or sexual quality.







ANIMATION

## 3D Model & Animation

Storytelling and creativity to create new and innovative concepts is part of our superior tools.

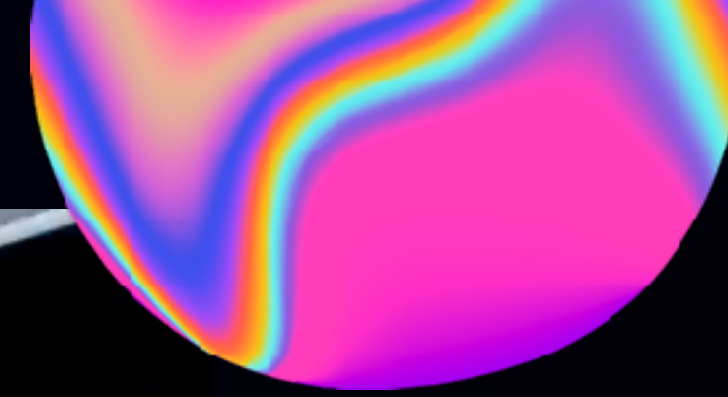




VR

## Virtual Reality / Metaverse

We develop fully interactive experiences in virtual reality, taking your products or services directly to the metaverse.





MOBILE GAME / HANDMADE

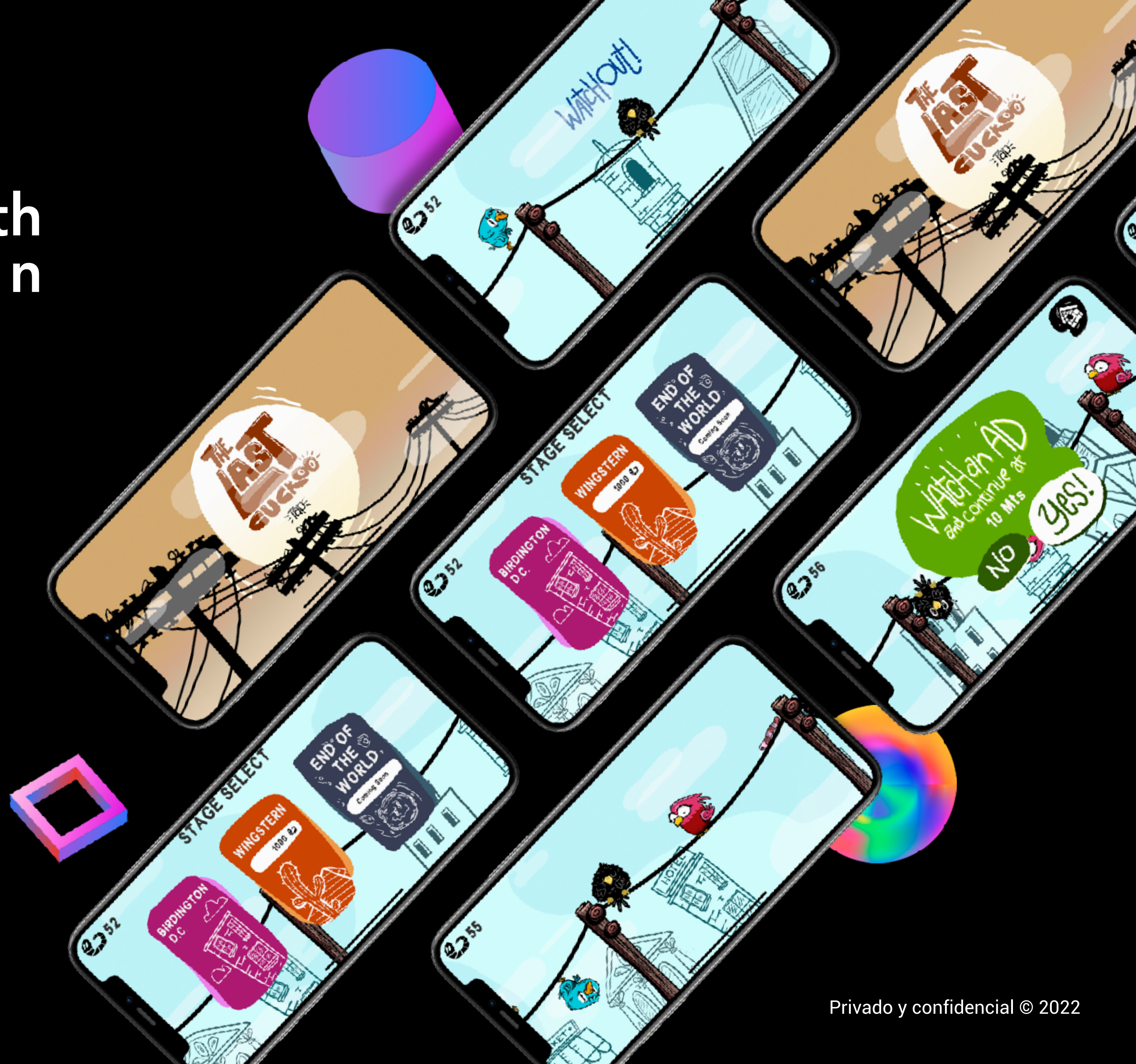
# A platform game with innovative and fun mechanics.

We set ourselves the goal of bringing out an innovative and fun mobile game with funny characters.

## Idea

We developed a platform game with an interesting variation in the gameplay and we also used caricature-like illustrations made entirely by hand.

The Last Cuckoo







## MOBILE GAME

# A Real Life based Game.

Following up on the Arcade genre in Mobile we tried another casual game, inspired by a family anecdote.

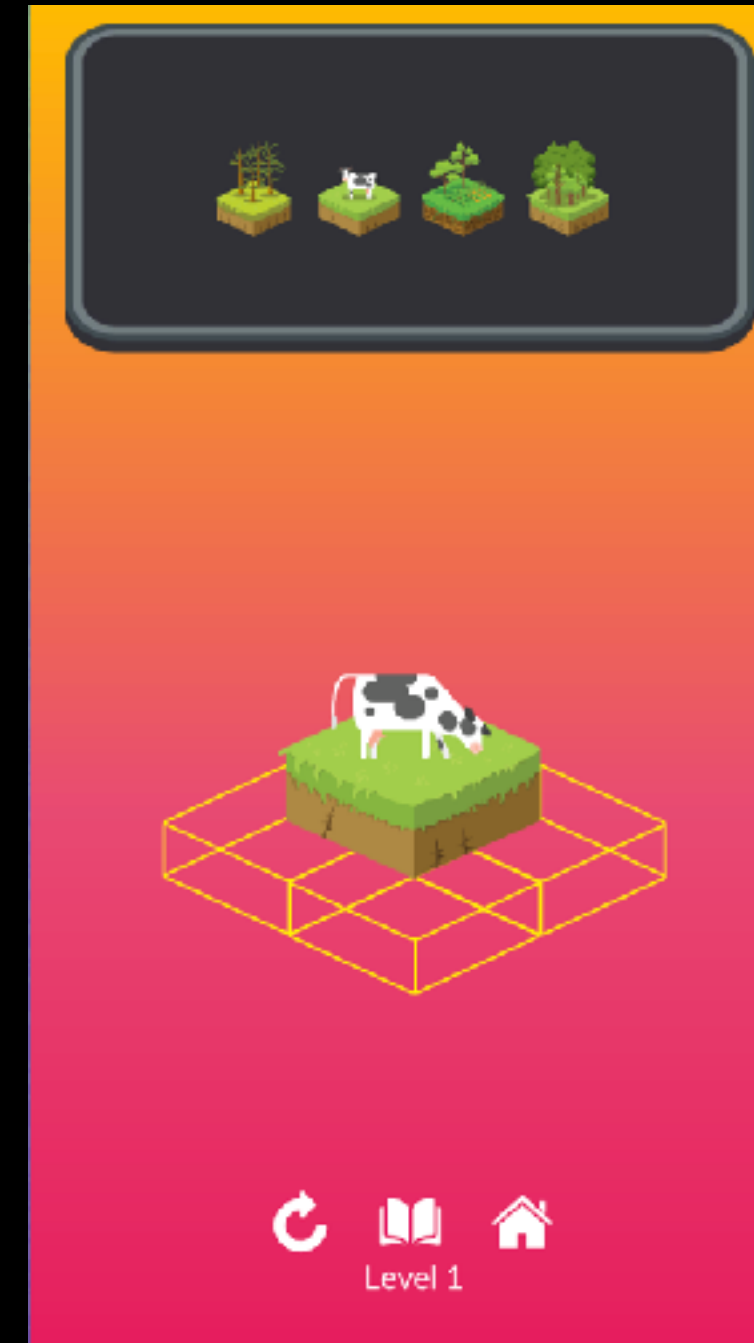
### Idea

The game consists of a cat jumping over the balcony and eating cookies while dodging obstacles, the player's goal is to eat as many cookies as possible to free other cats and reach other worlds.

Catfall







## EDUCATIONAL VIDEO GAMES

# Learning & Play.

### Brief

Q?rioso being the department related to education of the Smithsonian Institution, he made educational tours of his laboratories with students from different schools. In the pandemic this stopped.

Looking for a way to take it up again, Q?Digital was born.

### Idea

We took the educational lessons that used to be done in person and turned them into games for smartphones, tablets and computers.

Each game made for the Smithsonian is based on an educational lesson. We have already impacted more than 2,000 students from different schools.





## LEARN ABOUT THE OCEAN

# Meet our Seas and discover the Megalodon.

### Brief

Our mission was to find an interactive and educational way to teach children ages 4-10 about our marine species from both oceans and different eras.

### Idea

Based on the incredible Megalodon, we created a game where the child explores the Pacific and Caribbean oceans and even travels back millions of years discovering for himself each of the fish and eventually the Megalodon.





A GAME FOR ADULTS AND KIDS

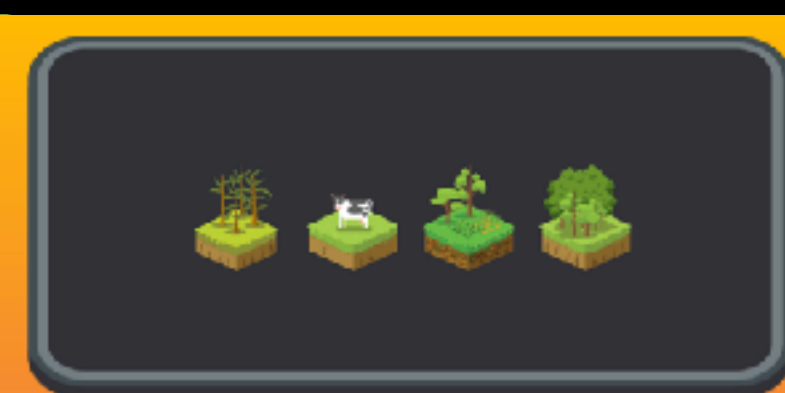
# Learn how to create a sustainable world.

## Brief

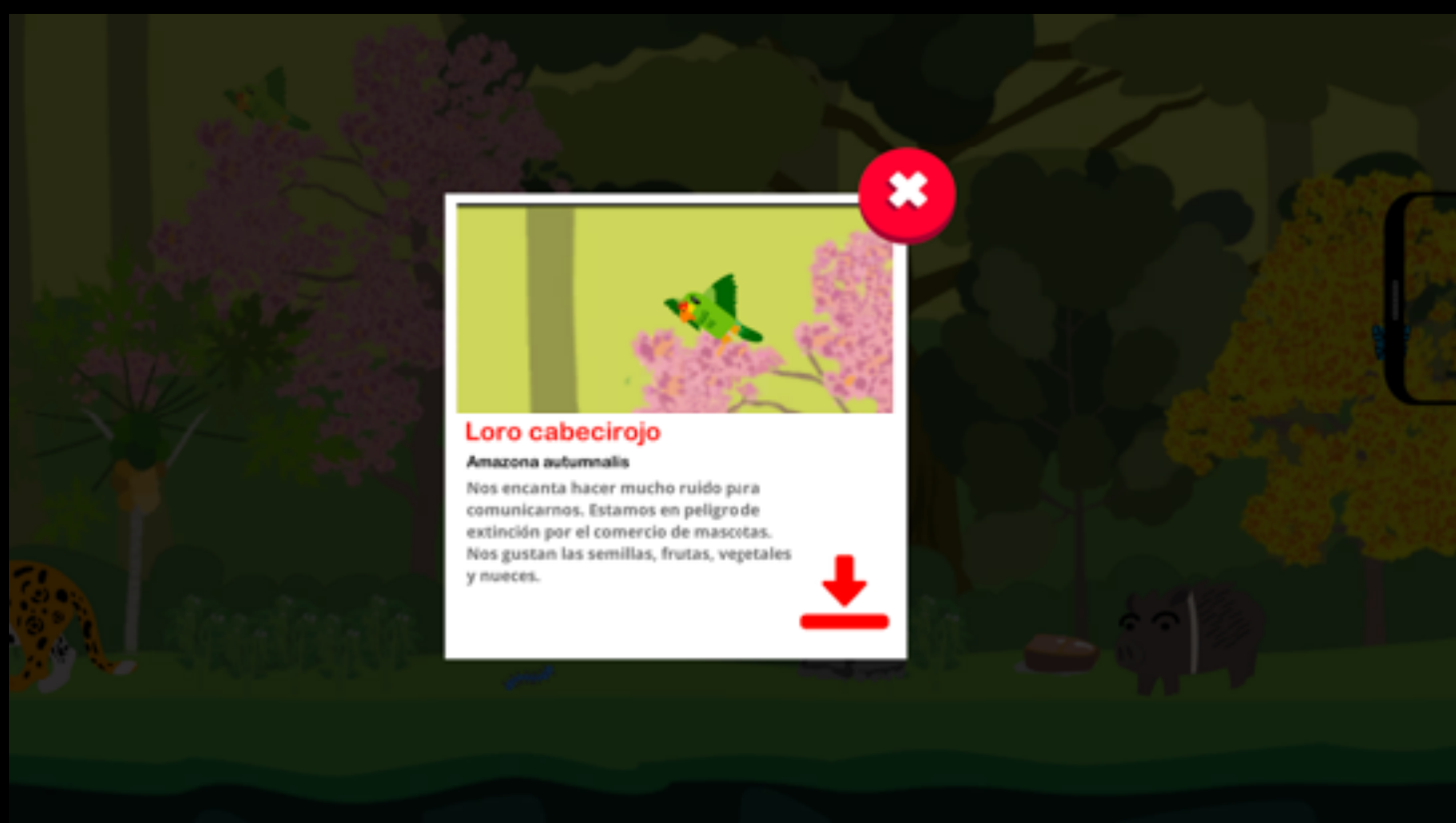
We have the challenge of transmitting the importance of the land at the moment of sustainability, as the Agua Salud project does.

## Idea

An interactive platform, which teaches users the importance of the type of plot and type of land used and how it affects the entire ecosystem.







LEARN ABOUT PANAMA FORESTS

# Travel with Tito

## The biodiversity of our forests.

### Brief

Panama is a country full of biodiversity everywhere both in fauna and flora, having different environments or forests, in each one we find unique and colorful species.

### Idea

We create a play experience where, hand in hand with an explorer scientist "Tito", we go through the different forests, capturing the most beautiful pictures of its unique fauna and flora, and learning from each one of them.



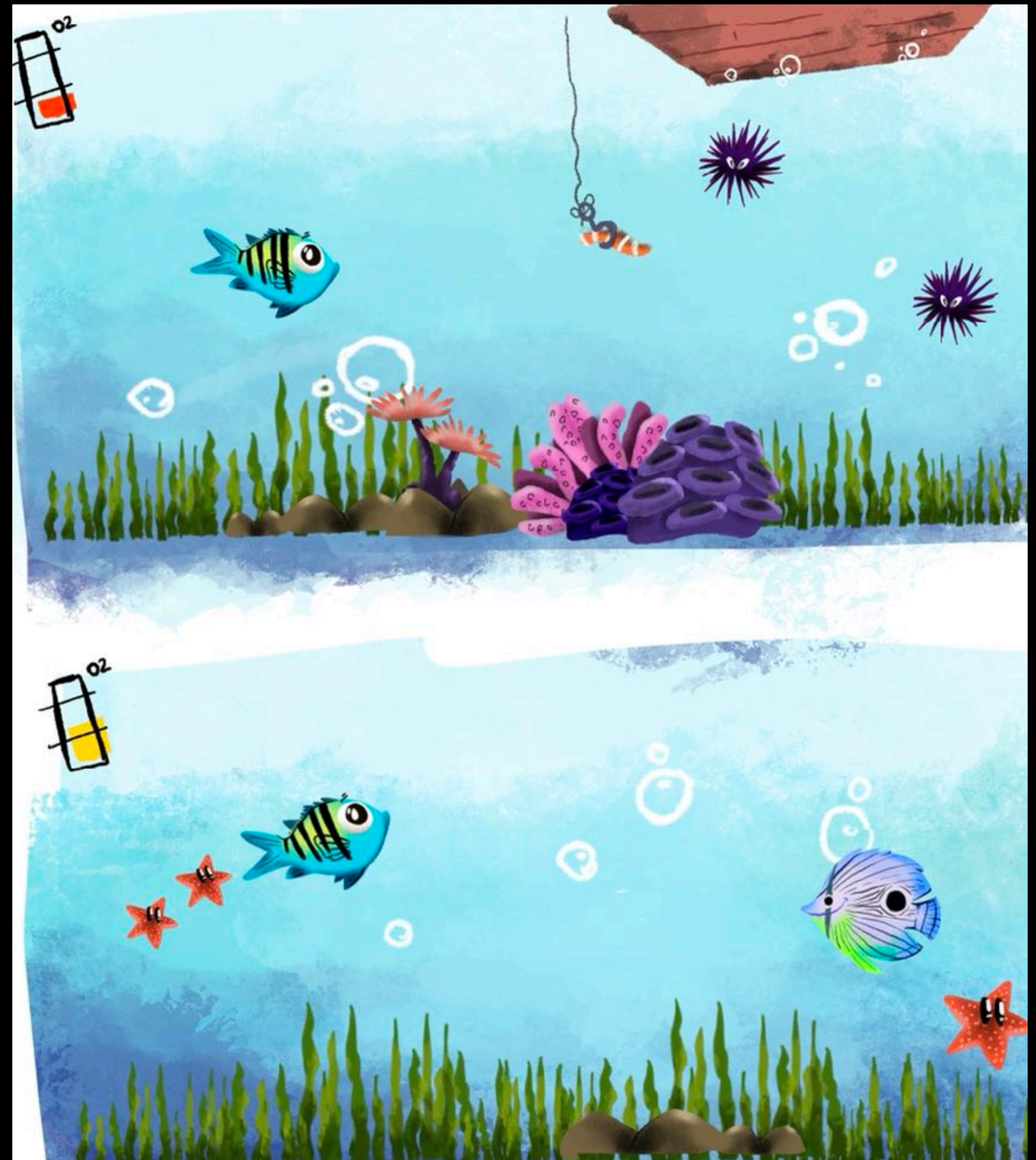




SMITHSONIAN

# Hipoxia

Sea water has oxygen, but it can be depleted! Marine hypoxia often occurs when humans pollute the water; some animals can swim away like fish, but slow animals like sea urchins cannot move fast enough.







Q?Rioso

## Q?rioso Lesson

An educational game of clues and cards where the child must use his knowledge, logic and even more his intuition to decipher the most wonderful animals of the country, from interesting fossils.  
On Development....





**Thank You.**