Wired’s founder, leader and all-around good guy, Leo is a gaming industry veteran. Joined the industry in the mid 90’s, working through every possible role before deciding to do better than what he’d seen. In 2008, Leo created Wired, with Jason and Kevin. With an Italian engine but English craftsmanship, Leo has worked on over 150 titles with cumulative sales over 50 million. He drives his team hard but gives them trust and freedom to deliver, but you’ll still find him in creative meetings pitching that one idea which makes the people in the room think “shit, why didn’t I think of that…?!”, but that comes with being a veteran.

Leo is also co-founder and Chair Trustee of video games mental health charity, Safe In Our World.