

Daniel Narvaez

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Summary

Software developer with additional experience in web development and discerning data into actionable business insights. Timely, solutions-oriented, and a disciplined problem solver with exceptional relationship building capabilities. Passionate about optimizing systems to achieve the most desired results.

Skills

- Game Design
- Systems Design
- Intermediate Spanish
- Project Management
- git & GitHub
- Front-End Development (HTML, JS, CSS, React)
- Back-End (Node.js)
- Object-Oriented Programming (C#)
- Azure (Portal, Functions, Core Tools)
- Bash, PowerShell

Work Experience

Product Zone Specialist

Apple, New York City, NY

July 2022 - January 2023, October 2023 - April 2024

- Provided exceptional customer service by greeting and assisting customers with various needs including shopping, service, setup, and business inquiries within a retail environment.
- Modeled a workflow system that increased team communications and reduced product theft.
- Identified and engaged potential business customers, resulting in 23 business introductions and \$5,222 in business revenue during Q4 2023.

Game Project Manager

Parsons School of Design, New York, NY

December 2021 - May 2022

- Leveraged network to scout, interview, and recruit a game development team of an artist, programmer, and sound engineer.
- Procured \$2,400 in funding for the team by coordinating with the university and with external organizations.
- Communicated with the team's artist and programmer to deliver enemy game objects with AI and clear animations.
- Streamlined development process through scheduling and prioritizing tasks, which reduced demo build time by 2 weeks and resulted in the release of a prototype within 4 weeks.

Game Designer

MassDigi, Worcester, MA

May 2021 - August 2021

- Designed and implemented intuitive fighting controls for *Clock Out!!*, a 2D fighting game for mobile devices.
- Transferred spreadsheet data to machinations to simulate equations that balanced player experience & stat upgrades against enemy AI & stats throughout the game's progression.
- Analyzed devtodev user reports to diagnose and address issues, resulting in increased first-week retention rate by 20%.

Education

Parsons School of Design – Manhattan, New York

BFA Design & Technology, 2022

Certifications

Microsoft – AZ-900: Azure Fundamentals, 2024