

# Daniel Narvaez

## Systems Game Designer

[Email](#)[Portfolio](#)[LinkedIn](#)[Twitter](#)

---

## Summary

Passionate game designer with skills in systems design, level design, as well as professional experience in production and development for video games in Unity. Seeking opportunities to collaborate & leverage strengths in a team environment. Currently based in New York City with ample flexibility to relocate for work for full-time.

---

## Relevant Skills

### **Systems Design**

- Iterated a card game's resource system 5 times, each time balancing the speed of progression vs. the amount of available resources each turn until the system outputted the desired behavior.
- Examined devtodev user research as a benchmark to determine strategies for increasing a game's first-week retention rate. This led to the decision of decreasing the early difficulty scaling.
- 2+ years experience with creating system flow charts using Machinations.io, which includes designing user flows, progression systems, and in-game economies.

### **Programming**

- Used object oriented programming for creating a "boss" scriptable object for [Clock Out!!](#), which allowed the team to create 10+ unique bosses for the game, each one with their own unique AI logic.
  - Experienced in scripting languages (C#, JavaScript, HTML, CSS)
- 

## Professional Experience

### **Specialist, Apple Bronx, NY**

**July 2022 - Present**

Assists customers who walk into the Apple Store by finding out what their needs are and pitching a personalized and complete solution to them. Gaining knowledge about store operations its dynamic systems.

### **Independent Developer Bronx, NY**

**Dec 2021 - Feb 2022**

Project Manager & the designer. Hired a team consisting of an artist, a musician, and a programmer to work on [Project Boricuas](#). Improved upon collaborating with a team & promoting work processes. Gained experience in design leadership, which included learning to be proactive when unexpected circumstances would derail a project's plans, such as performance issues/game engine bugs.

### **Game Designer, Massachusetts Digital Games Institute Worcester, MA**

**May 2021 - Aug 2021**

Was responsible for the design & implementation of [Clock Out!!](#)'s gameplay loop, and helped program the player mechanics. Gained knowledge about important steps during product development, such as first researching genres and identifying the first "fun" of those genres. First time working with teams in a professional setting.

---

## Education

### **BFA Design & Technology, Games Track**

Parsons School of Design, The New School  
New York, NY

---

## Additional Skills

- Presentation & Speech
- Verbal Communication
- 4+ Years Customer Service
- Adobe Photoshop & InDesign
- UI & UX Design
- Micro-Electrical Engineering