Daniel Narvaez
Game Designer

Email | LinkedIn | Portfolio | Twitter

Summary

Recent game design graduate with strong creative & technical skills, 4 years of making games and a motivation to author comfortable player experiences. Seeking opportunities to leverage strengths in a fast-paced team environment. Currently based in New York City with ample flexibility to relocate for work.

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 reports as a benchmark to diagnose the cause of a poor first-week retention rate and determined a solution, resulting in a reduction of the game's early difficulty curve and a user retention increase of 20%.
- Hired to model a client's game economy in machinations.io in order to ensure KPI goals were met. The final model gave insight into ways the client could avoid unwanted results.

Programming

- Implemented gameplay systems and logic in C# and Blueprints, including gameplay controls for multiple platforms, menu management, object pooling, and enemy wave spawning.
- Familiarity with Unity and Unreal Engine 5.

Work Experience

Project Manager (Independent)

Remote | *Dec 2021 - Feb 2022*

- Successfully led the development of a project in 3 months by leveraging network to assemble a team consisting of one artist, one sound designer, and one programmer.
- Reduced development time of a playable demo build by 2 weeks through the management of a schedule and maintaining project priorities, resulting in the release of a prototype for playtests within the first four weeks.
- Procured $2,400 in funding for 3 team members by coordinating with the university and with external organizations.

Game Designer, MassDigi Studios

Worcester, MA | *May 2021 - Aug 2021*

- Conceptualized & implemented a set of fighting controls for a 2D boxing game on mobile devices. Divided the controls into upper and lower zones to resemble the fundamentals of real-world boxing, while compromising on the limitations of Android/iOS controls, and increased the number of possible inputs by 50%.
- Created a "boss" scriptable object that assisted the team in creating 13+ bosses for the game, each one with their own battle pattern. This increased the variety of the game and decreased the time required to create new bosses.
- Reduced development time of the game by utilizing animation tweening to use limited frames, used sound cues and set up particle systems to improve the gameplay experience.

Education

BFA Design & Technology, Parsons School of Design, The New School

New York, NY | *May 2022*

- 3.8 GPA

Other Technical Skills

- Languages: C#, C++, Blueprints, HTML, CSS, JavaScript
- Software: Photoshop, InDesign, AfterEffects, Notion, Miro
- Data Management: Microsoft Excel, Google Sheets, Machinations.io
- Developer Tools: VSCode, Github, Plastic
- Other: Presentation, Speech, Team experience, Punctuality