Daniel Narvaez

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Results-oriented Game Developer with a growing foundation in full-stack development and a passion for leveraging data to drive business growth. Possessing a versatile skill set encompassing web development, systems design, and project management. Proven ability to collaborate effectively within cross-functional teams, optimize processes, and deliver exceptional outcomes.

EDUCATION

Parsons School of Design   Manhattan, New York | May 2022
Bachelor of Fine Arts - BFA, Design & Technology: Games

Certifications: Microsoft – AZ-900: Azure Fundamentals; IBM - Introduction to Web Development with HTML, CSS, JavaScript, Developing Front-End Apps with React, Developing Back-End Apps with Node.js and Express; UNSW – Intro to Systems Engineering, Requirements Writing; Machinations.io – Expert

SKILLS

Design Concepts: Game Design, Systems Design, Project Management, Intermediate Spanish

Technical Skills: git & GitHub, Front-End Development (HTML, JS, CSS, React), Back-End (Node.js), Object-Oriented Programming (C#), Azure (Portal, Functions, Core Tools), Bash, PowerShell, Python

EXPERIENCE

Apple, New York City, NY   **July 2022 - April 2024**
Product Zone Specialist
- Demonstrated strong customer service and problem-solving skills by handling 100 customer inquiries per shift, resolving issues on first contact, and effectively managing diverse customer needs in a fast-paced retail setting.
- Led the development and implementation of a new workflow system, resulting in an increase in team efficiency and a 10% decrease in product loss through improved inventory management and communication protocols.
- Generated $5,222 in new business revenue through proactive lead generation and relationship building, resulting in 23 successful business introductions and a 30% increase in sales pipeline during Q4 2023.

Parsons School of Design, New York, NY   **December 2021 - May 2022**
Game Project Manager
- Recruited and assembled a high-performing game development team of three (artist, programmer, sound engineer) through strategic networking and interviewing.
- Successfully secured $2,400 in project funding by cultivating relationships with university and external stakeholders.
- Collaborated with artists and programmers to design and implement AI-driven enemy behaviors and visually compelling animations.
- Streamlined development workflow through effective task prioritization and scheduling, resulting in a 2-week reduction in demo build time and successful prototype delivery within 4 weeks.

MassDigi, Worcester, MA   **May 2021 - August 2021**
Game Designer
- Designed and implemented intuitive combat mechanics for a mobile 2D fighting game, enhancing player experience and engagement.
- Utilized game balancing tools (Machinations) to optimize player progression, ensuring fair gameplay through meticulous data analysis and iterative adjustments.
- Increased first-week retention rate by 20% through in-depth analysis of user behavior data, identifying and addressing critical gameplay issues.