Daniel Narvaez

Game Designer

Email Portfolio LinkedIn Twitter

Summary

Passionate game designer with skills in systems design, level design, and programming. Seeking opportunities to leverage strengths to improve gameplay experiences and contribute to fulfilling company goals. 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.
- Executed a strategy for increasing a game's first-week retention rate using extensive devtodev user data.
- 2+ years experience with creating system flow charts using Machinations.io, which includes designing user flows, progression systems, and in-game economies.

Level Design

- Designed all 18 level layouts in *The Hex Perplex*, and curated each enemy & item's placements.
- Experienced in industry standard game engines (Unity, Unreal Engine 5) and other game engines.

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

Project Manager/Designer, Independent ***Dec 2021 - Feb 2022***
Bronx, NY

- Hired a team consisting of an artist, a musician, and a programmer to work on *Project Boricuas*.
- Designed the game's lantern mechanic. The player uses it in-game for many different actions: Ignite unlit objects, attack enemies, and reveal hidden objects. Conceptualized and demonstrated to the programmer how different object types would react to the lantern.

Game Designer, MassDigi Studios ***May 2021 - Aug 2021***
Worcester, MA

- Designed the fighting controls of *Clock Out!!* to be divided into upper and lower zones. This was done to compromise for the limitations of mobile controls, but also to resemble the fundamentals of real-world boxing.
- Designed the game's core loop. The player fights a boss in the current tier; winning gains exp. points to upgrade their stats and proceeds the player to the next boss; losing sends the player back to the beginning of the tier.
- Implemented and reiterated the game's progression system. Using a linear vs. exponential sharktooth model, the enemy AI is designed to get noticeably smarter and stronger than the player after the first tier.

Education

BFA Design & Technology, Games Track

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

Additional Skills

- Presentation & Speech
- Verbal Communication
- Microsoft Excel
- Adobe Photoshop & InDesign
- Design Production
- Micro-Electrical Engineering