DANIEL GARIN BOIRA
Game Designer

🌐 My portfolio | in My Linkedin | ✉ danielgarinboira@gmail.com | 📍 Spain (Willing to relocate) | 📞 +34 722 710 567

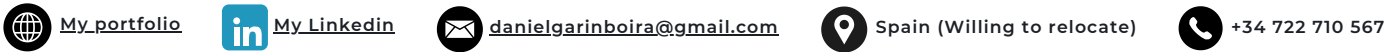## PROFILE

I'm a game developer with a strong focus on the design aspects of game creation. I'm especially passionate about systems that immerse players and guide them through the experience—from level layout and gameplay mechanics, to the UI itself.

I have experience working in multidisciplinary teams, in academic, professional and hobby settings, consistently delivering the best work I can make in my role and communicating effectively with my fellow teammates.

SKILLS

- **Unreal Engine and Blueprints:** Experienced through their use in professional, academic, and personal projects
- **Adaptability and communication:** Experienced after working in many different academic and professional environments, collaborating with people of different roles to develop cohesive unified experiences
- **Design Documentation:** Experienced in the creation and maintenance of design documents for guidance and better team coordination
- **Project Management Tools:** Proficient in Jira for task tracking and project organization. Both in projects that I've developed and in games that I've assessed as a professional QA Tester
- **C++:** Solid foundation built through studying algorithms, data structures, and memory management
- **Unity and C#:** Used extensively in some of my earlier academic and personal projects
- **Version Control:** Familiar with Git for both solo and team-based development

WORK EXPERIENCE

QA Tester
Lollipop Robot (September 2023 - March 2025)

- Tested the fidelity and functionality of games and gave valuable design feedback that affected their development
- Compatibility and certification testing for all major platforms (PC/Mac/PlayStation/Xbox/Nintendo/Android/iOS)
- Good communication with the developer teams when detailing issues, feedback and proposed solutions
- Collaborated with coworkers on task assignments and testing strategies
- Contributed to the release and/or patching of up to 30 games, including:
  - Big Helmet Heroes, Brotato, Hammerwatch, Kingdoms and Castles, Parkitect, Peglin, Spelunky 2, UFO 50 and more

Game Developer Intern
Mind Trips (February 2023 - May 2023)

- Led a team of 3 intern developers using Unreal Engine 4, Blueprints, and UMG to develop a horror game
- Designed and implemented core gameplay mechanics:
  - A variety of escape room-type puzzles, such as a telephone switchboard or hidden coins that have to be slotted correctly
  - Outlast style video camera used to identify and document elements of the level
  - AI-driven enemy behaviors and a stealth system to avoid them
- Designed and implemented the UI for the systems mentioned (video camera HUD and effects, interaction prompts for the puzzles, etc.)

PROJECTS

- Solo developing **Cyberserker** in Unreal Engine 5. A fast-paced action platformer game centered around the player's skill expression, with levels and enemies being designed to enhance that feeling of constant movement
- Solo developed **Guilt** as my Final Degree Project in Unreal Engine 5. A puzzle-exploration game with emergent storytelling using level design and environment as their focus
- Developed in a team environment several academic and hobby projects in Unity, in which my roles ranged from game design, passing through gameplay programming, and even doing some UI/UX design

EDUCATION

Bachelor in Videogame Design and Development
Universitat Jaume I (September 2018 - July 2023)

LANGUAGES

- Spanish (Native)
- English (C1 Advance)

INTERESTS

- TTRPGs (both playing and running), weightlifting, music and volunteer work at events and LAN parties