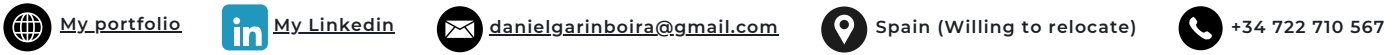


DANIEL GARIN BOIRA

Game Designer



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 excelling in my assigned roles and communicating effectively with my fellow teammates.

SKILLS

- **Unreal Engine and Blueprints:** Experienced through their use in professional, academic, and personal projects
- **UI Development with UMG:** Created HUDs and interfaces in Unreal Engine, including my final degree project and my internship
- **C++:** Solid foundation built through studying algorithms, data structures, and memory management
- **Design Patterns:** Practical experience with MVC from developing mobile apps in Android Studio
- **Project Management Tools:** Proficient in Jira for task tracking and project coordination. Both in projects that I've developed and in games that I've tested as a professional QA Tester
- **Version Control:** Familiar with Git for both solo and team-based development
- **Unity and C#:** Used extensively in some of my earlier academic and personal projects

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 5, 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 in Unreal Engine 5 a Ghostrunner inspired game centered around parkour based movement and semi-open level design
- Solo developed **Guilt** as my Final Degree Project in Unreal Engine 4. A puzzle-exploration game with emergent storytelling using level design as its focus
- Developed in a team environment several academic and hobby projects in Unity, in which my roles ranged from gameplay programming to UI/UX design

EDUCATION

Bachelor in Videogame Design and Development

Universitat Jaume I 2018 - 2023

LANGUAGES

- Spanish (Native)
- English (C1 Advance)

INTERESTS

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