DANIEL GARIN BOIRA
Game Designer

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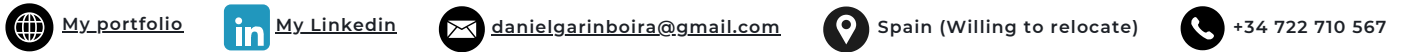
PROFILE

I'm a game developer with a deep interest in the design aspect of game creation. I specially have a passion for systems that immerse the players and guides them through the experience, from the layout of the level to the UI itself.

I am used to working in multidisciplinary teams from both professional and academic experiences, excelling at my assigned role and properly communicating with my fellow coworkers.

SKILLS

- Experienced in **Unreal Engine** and its **Blueprints** through its use in my Internship, Final Degree Project and latest personal projects
- Knowledgeable about **Unreal's UMG** UI system as I've used it to create the HUD in my Final Degree Project game
- Experienced in **C++** as the language used to learn and expand my knowledge about algorithms and data structures
- Knowledgeable about the **MVC design** pattern and its application to create mobile apps in Android Studio
- Experienced in project management softwares like **Jira** to manage the creation of personal projects and bug track games as a professional QA Tester
- Knowledgeable about **Git** as I've used it for the development of both solo and team projects
- Experienced in **Unity** and its **C#** programming as the engine I used to create most of my early games. Both academic and personal team 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 possible platforms (PC/Mac/PlayStation/Xbox/Nintendo/Android/iOS)
- Good communication with the developer teams when detailing issues, feedback and possible solutions
- Cooperation with fellow coworkers when managing task assignment and testing project management
- 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, etc.

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

- Led a team of 3 other Intern developers using Unreal Engine 5 and its Blueprints and UMG systems to create an escape room based horror game
- Designed and implemented most of 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 for pursuing enemies and 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, volunteer work at events and LAN parties