DANIEL INIESTA GONZÁLEZ

Video Game Developer

I've been passionate about games for as long as I can remember. This enthusiasm drives me to continually explore all aspects of the industry, from **design** to **gameplay, tools, shaders, and QA techniques**, to name some.

I thrive on collaborating with **professionals** from diverse disciplines, **sharing** knowledge knowledge and expertise to foster mutual growth and support. I firmly believe that effective **communication** is key for achieving our goals.

Let's make Video Games!

PROFESSIONAL EXPERIENCE

Technical QA
Larian Studios | Apr. 2024 - Jul. 2024

Test all the tools of the Larian Studios Engine.

- Manual **exploratory** and **regression testing** of specific changes before they get into the Main branch.
- **Verified** that requirements for new changes and tools met production teams needs.
- Testing new builds to ensure the **stability** of the tools.
- **Reporting** and managing bugs in Jira.

Gameplay QA - Baldur's Gate 3

- **Tested** game mechanics and **user experience** through gameplay.
- **Reported** found issues to Design teams.

Economy QA - LiveOps Specialist
Gameloft | Feb. 2023 - Apr. 2024

Implement, test, and set up in-game the Economy Design of Asphalt 9 events.

- ★ Developed a VBA Excel script that **reduced by 80%** the time needed to set up concurrent events each season.
- ★ **Mentored** new Economy QA's. **Trained** and **managed** a team of 3 QA professionals.
- Enhanced the **player experience** by balancing the events' difficulty based on the Game Economy Designers needs.
- Collaborated with **stakeholders** and cross-functional teams to refine and implement tools and functionalities.
- Verified that the **Live Ops** schedule was up to date. Deployed the set up accordingly on time.

Indie Video Game Project
MoaMoai | Jan. 2019 - Dec. 2022

Development of a roguelike RPG Indie Video Game using Unity3D.

- ★ **Reduced by 40%** the time needed to create and **test** new abilities by redesigning the system.
- ★ Built a tool to implement a minimap system to **help the player** with the exploration of the levels.
- **Shaders** programming to implement the minimap's visibility and **VFXs** using Unity's particle systems.
- **Exploratory** and **regression testing** of builds and newly developed features.
- **Gameplay** and **AI** behaviors programming.

Backend Web Developer
Òmada Interactiva | Jul. 2015 - Jan. 2019

Specialized in the development of custom CRM applications in Drupal 7 and 8, WordPress, and Moodle sites as well.

- ★ **Reduced** the time required by **30%** to update and upgrade process using bash scripts to automate it.
- ★ **Boosted** general development time by **10%** by teaching the tech workflow to everyone involved in a project.
- Managed different **stakeholders** and established new **communication** pipelines.

OTHER EXPERIENCES

Board Games QA & Localization Tester
Homoludicus and Enigma Studio

Tested and reviewed the Spanish editions of board games.

- ★ **Designed** promotional cards for the Spanish edition of Through the Ages.
- **Tested** game mechanics to assure the player experience.
- **Checking and reporting localization errors** of the Spanish editions, both rule books and board game components.
- Provide improvements and feedback to managers.

Gamejams

I love to participate in game jams because it pushes me forward to learn new abilities and work side by side with people with different backgrounds. I try to participate at least in one game jam per year.

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🌐 Portfolio
in LinkedIn
📍 Barcelona, Spain

SKILLS

Technologies and Software

Jira

Confluence

Trello

Miro

Python

C#

Unity3D

Visual Studio

Github

EDUCATION

Technical Engineer in Administrative Data Processing
Universidad politécnica de Valencia (UPV)
2008 - 2014

I coursed my IT studies while working in the family business, which provided me with **resilience** and **time management** skills.

The main knowledge I learned:

- OOP with Java, C++, and C#.
- Data structures and algorithms.
- Fundamentals of graphics programming.
- Software development.
- Project management.
- Research capacity.
- Critical thinking.

LANGUAGES

English: Full Professional proficiency (C1)

Spanish: Native

Catalan: Intermediate (B2)

Japanese: Beginner (B1)