DANIEL INIESTA GONZÁLEZ

Unity3D Developer

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I have been using **Unity3d** and **C#** to develop my personal video game projects since my first Global Game Jam back in 2019. To have a broad insigth of the development cycle of a video game, I enjoy learning everything related to it, from coding gameplay, tools, shaders, design, QA, etc.

I firmly believe that **communication** is key to achieving team goals; that's why I am a **team player**. I love work alongside professionals with different profiles and backgrounds while sharing my knowledge with them.

Let's make Video Games!

PROGRAMMING EXPERIENCE

Indie Video Game Developer
MoaMoai | Jan. 2019 - Present

Development of a roguelike RPG Indie Video Game using Unity3D and C#.

- ★ **Reduced by 40%** the time needed to create and test new abilities by redesigning the system.
- ★ Built a tool to autogenerate a **custom mesh on runtime** to visualize the procedurally generated dungeon on a minimap.
- • **Exploratory and regression testing** of builds and newly developed features.
- • Design and implesmentation of game mechanics.
- • 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 almost 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.
- • **Mentoring** of new dev co-workers.

Junior Programmer
Conpas | Feb. 2015 - Jul. 2015

Developed CRM systems in ZohoCRM and custom PHP systems.

- ★ **Decreased by 25%** the **time needed** to complete tasks upgrading client's projects workflow.
- • **Analyzed and tested new tools** of ZohoCRM and provided reports to my co-workers.
- • Was responsible for QA work, assuring the **user experience** was the best possible while providing customer support.

BOARDGAME QA EXPERIENCE

Board Games QA & Localization Tester
Homoludicus

Tested and reviewed the Spanish editions of board games.

- ★ **Designed** promotional cards for the Spanish edition of Through the Ages.
- • Assuring the localization of the Spanish editions was correct, both rule books and board game components.
- • Gave feedback to managers.

Board Games QA Tester
Enigma Studio - QSystem

Tested the Serie Q Sherlock.

- ★ Testing Serie Q Sherlock card games.
- • Talk about the **game flow and feel** while assuring the story was correct and made sense.
- • Checking and informing if there were any localization errors.

Board Games Tester
Idealúdica

Tested many board games prototypes for Idealúdica.

- ★ Participated in research studios related to boardgames mechanics.
- • Proposed improvements and feedback to managers.

SKILLS

Technical

Unity3D

C#

Visual Studio

Github

Trello

Miro

Google drive suite

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.
- • Web programming.
- • Project management.
- • Research capacity.
- • Critical thinking.
- • MySql databases.

LANGUAGES

English: Upper Intermediate (B2)

Spanish: Native

Catalan: Intermediate (B1)

Japanese: Beginner (A2)