





# DANIEL INIESTA GONZÁLEZ


Unity3D Developer

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 Barcelona, Spain

I am **passionate** about video games and pursuing my professional life goal of working in making video games.

Learning video game development in a **self-taught** way since my first **Global Game Jam** back in 2019. I develop my projects using **Unity3d** and **C#**. Also learning **video game design** to have a wider insight of the full development cycle. I am **eager** to learn new things and improve my skills day by day. I am a **team player** and firmly believe that **communication is key** to achieving team goals.

Let's make Video Games!

## WORK EXPERIENCE

**Indie Video Game Developer**

MoaMoai | Jan. 2019 - Present

Development of a roguelike RPG Indie Video Game using Unity3D and C#. Responsible for **gameplay programming** and the implementation of different **AI behaviors** for NPCs while tuning the game feel and flow.

- ★ **Redesigned the abilities creation system** to create and test new abilities about **40% faster**.
- ★ Built a tool to autogenerate a **custom mesh on runtime** to visualize the procedurally generated dungeon on a minimap.

**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. **Managed** different **stakeholders** and provided customer support while improving and establishing new **communication** pipelines. Iterated over developments to **improve workflow** while assuring the QA of all the projects.

- ★ Upgraded the update workflow using bash scripts to automate it, **reducing the time required** to update by almost **30%**.
- ★ **Onboard and mentoring** of new dev co-workers. Taught the tech workflow followed by the company to everyone involved in the development workflow, **boosting general development time by 10%**.

**Junior Programmer**

Conpas | Feb. 2015 - Jul. 2015

Developed CRM systems in ZohoCRM and custom PHP systems. **Analyzed new tools** of ZohoCRM and provided reports to my co-workers to implement those tools in the client's projects. Was responsible for QA work for the projects, making sure the **user experience** was the best possible while providing customer support.

- ★ Upgrading client's projects workflow, **reducing the time needed** to complete tasks by **25%**.

## ADDITIONAL EXPERIENCE

**Board Games QA & Localization Tester**

Homoludicus

Tested and reviewed the Spanish editions of board games. Gave feedback to managers while assuring the localization of the Spanish editions was correct, both rule books and board game components.

- ★ Designed [promotional cards](#) for the Spanish edition of Through the Ages.

**Board Games QA Tester**

Enigma Studio - QSystem

Tested the Serie Q Sherlock. Talk about the **game flow and feel** while making sure the story was correct and made sense, checking and informing if there were any localization errors.

- ★ Testing Serie Q Sherlock card games.

**Board Games Tester**

Idealúdica

Tested many board games prototypes for Idealúdica. Proposed improvements and provide feedback to managers.

## SKILLS

### Technical

- Unity3D
- C#
- Git
- Trello
- Google drive suite

### Soft

- Communication
- Self-motivation
- Attentive to details
- Problem-solving
- Emotional Intelligence

## EDUCATION

Ingeniería Técnica en Informática de Gestión  
Universidad politécnica de Valencia (UPV)  
2008 - 2014

## LANGUAGES

- English (Professional)
- Spanish (Native)
- Catalan (Limited)
- Japanese (Basic)