

# DANIEL INIESTA GONZÁLEZ

Unity3D Developer

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 insight into the development cycle of a video game, I enjoy learning everything related to it, from coding gameplay, tools, shaders, design, QA techniques, etc.

I firmly believe that **communication** is key to achieving team goals; that's why I am a **team player**. I love working 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.
- **Gameplay** and **AI** behaviors programming.
- **Shaders** programming to implement the minimap's visibility and VFXs using Unity's particle systems.
- UI set up and 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 by upgrading the 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.

## OTHER EXPERIENCES

### 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.

- ★ **Work with artists** (2D, 3D and musicians) to implement their work in the engine.
- ★ Improve my knowledge of UI programming.
- Creation of **VFX's** using **shaders** and particle systems.
- Defined and follow new work pipelines to fit everyone in the team.

### 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.
- Checking and reporting localization errors of the Spanish editions, both rule books and board game components.
- Provide improvements and feedback to managers.

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🌐 [Portfolio](#)

🌐 [LinkedIn](#)

📍 Barcelona, Spain

## SKILLS

### Technical

Unity3D

C#

HSLs

Shader graph

Visual Studio

Github

Trello

Miro

## 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: Upper Intermediate (B2)

Spanish: Native

Catalan: Intermediate (B1)

Japanese: Beginner (A2)