DANIEL INIESTA GONZÁLEZ

Video Game Developer

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

I love to work alongside **professionals** from all disciplines, having the possibility of **sharing** knowledge and masteries to improve, learn and help each other. I firmly believe that **communication** is key to achieve goals.

Let's make Video Games!

PROFESSIONAL EXPERIENCE

Indie Video Game Project
MoaMoai | Jan. 2019 - Present

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 exporation 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.
- **Tested** and **review** the projects after every update.
- 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.
- Responsible for **QA** work, assuring the **user experience** was the best possible while providing customer support.

OTHER EXPERIENCES

Playtesting Baldur's Gate 3
Larian Studios - July 2022

Participated in a playtesting day at Larian Studios' Barcelona offices testing Baldur's Gate 3 title.

- **Tested** game mechanics and user experience through gameplay.
- **Reported** found issues to gameplay designers both verbally and filling out questionnaires.
- Presented feedback about the whole experience.

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

Unity3D

C#

Visual Studio

Github

Trello

Miro

HSLS/Shader graph

Python

Houdini

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)