DANIEL INIESTA GONZÁLEZ

Unity3D Developer

✉ dan.iniestagon@gmail.com
📞 +34 647 41 75 32
🌐 My site
📍 Barcelona, Spain

Started my IT career as a web developer, mainly bulding web apps in Drupal, Moodle and Wordpress. But I am currently making a career switch from web development into the video game industry. I have been learning Video Game Development since my first Global Game Jam back in 2019.

Let's make Video Games!

WORK EXPERIENCE

Indie Video Game Developer
MoaMoai | January 2019 - Present

Development of a roguelike RPG Indie Video Game. Jack of all trades:

- Explorative and regression testing of new implemented features and game builds.
- Tools programming.
- Gameplay Programming.
- VFX's.

Backend Web Developer
Òmada Interactiva | July 2015 - January 2019

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

- QA of all the clients projects. Checking the correct functioning of the applications after applying proactive and reactive security updates.
- Onboard and training of new dev co-workers. Teach the tech workflow followed by the company.
- Project requirements taking. Making sure the client got what they need.
- Stakeholder management and customer support. Contacting with all the departments involved to achieve the correct resolution of the project.

Junior Programmer
Conpas | February 2015 - July 2015

Developed CRM systems in ZohoCRM and custom PHP systems.

- QA work for the projects. Making sure the user experience was the best possible.
- Research of new tools of ZohoCRM. Provide reports of those tools to my co-workers to implement them in the clients projects.
- Customer support.

ADDITIONAL EXPERIENCE

Boardgames QA Tester
Enigma Studio - QSystem

Tested the Serie Q Sherlock for managers I met in my previous experiences testing boardgames.

- Testing Serie Q Sherlock card games.
- Provide feedback. Talk about the game feel and making sure the story was correct.

Boardgames Tester
Idealúdica

Tested many boardgames prototipes for Idealúdica. We shared the same offices.

- Testing boardgames prototipes.
- Propose improvements to managers.
- Provide feedback.

Boardgames QA tester
Homoludicus

After meeting the owners of Homoludicus, I tried and reviewed a few of the Spanish editions of the boardgames.

- Testing boardgames to give feedback to managers.
- Making sure the localization of the spanish editions were correct (Both rule books and boardgame components).
- Designed promotional cards for the spanish edition of Through the Ages.

SKILLS

Technical

Unity3D

C#

Git

Trello

Google drive suit

Blender

Krita

Professional

Communication

Problem-solving

Attentive to details

Self-motivation

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)

PROJECTS

See my personal projects here.