





DANIEL INIESTA GONZÁLEZ

Unity3D Developer

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-  [My site](#)
-  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 | January 2019 - Present

Development of a roguelike RPG Indie Video Game using Unity3D and C#. Jack of all trades:

- ★ **Improve the abilities 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.
 - Gameplay Programming and AI behaviors. Tuning **game feel** and **flow**.
 - Implementing and **designing** game mechanics.

Backend Web Developer

Òmada Interactiva | July 2015 - January 2019

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

- ★ Upgrade of the update workflow using bash scripts to automate it, **reducing the time required** to update by almost **30%**.
 - Iterate** over developments to **improve workflow** and projects quality.
 - Onboard and training** of new dev co-workers. Teaching the tech workflow followed by the company.
 - Stakeholder management and customer support. Establishing **communication pipelines** to contact all the departments involved in each project.
 - QA of all the client's projects. **Checking the correct functioning** of the applications after applying proactive and reactive security updates.

Junior Programmer

Conpas | February 2015 - July 2015

Developed CRM systems in ZohoCRM and custom PHP systems.

- ★ Upgrading client's projects workflow, **reducing the time needed** to complete tasks by **25%**.
 - Research new tools** of ZohoCRM. Provide reports to my co-workers to implement new tools in the client's projects.
 - QA work for the projects. Making sure the **user experience** was the best possible.
 - Customer support.

ADDITIONAL 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.
 - Testing board games to give feedback to managers.
 - Make sure the localization of the Spanish editions was correct (Both rule books and board game components).

Board Games QA Tester

Enigma Studio - QSystem

Tested the Serie Q Sherlock.

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

Board Games Tester

Idealúdica

Tested many board games prototypes for Idealúdica.

- Propose improvements to managers.
- Testing board games prototypes.
- Provide feedback.

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)

CONTACT ME

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