Daniel Martínez Murillo

Game Designer

Arts, Technology, and Emerging Communications undergraduate with strong leadership skills. Seeking an entry position or internship to enhance capabilities and create connections.

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Linkedin | **Portfolio**: https://dancoches.wixsite.com/dani-games

EXPERIENCE

Game Programmer- UTD's Game Lab - *Death Bloom* - Spring 2023
- Worked with a team of 8 programmers to create mechanics directed by designers within a team of 40+ people in a simulated pipeline.
- Developed systems using Unreal 5.1.

Lead Designer - UTD's Game Lab - *Tobor Quest* - Fall 2022
- Led a team of 9 Game, Level, UI, and Narrative Designers for the game *Tobor Quest.*
- Directed team in designing and implementing interesting mechanics and 3D levels in Unity that work hand in hand with the narrative.
- Communicated with other departments in the pipeline effectively and in a timely manner.
- Demonstrated problem-solving ability and leadership skills in resolving conflict.

Game Design Lead and Content Editor - UTD's ArtSciLab - Fall 2020 to Present

- Created detailed documentation and proposals for the "Pagetorn: Data-Driven Horror Game" project.
- Worked with a team of programmers and designers to build interesting systems in Unity driven by player data.
- Communicated with industry professionals and interested academic parties, such as the Center for BrainHealth
- Managed an online website and Youtube channel.
- Storyboarded, designed, and edited videos in Premiere and After Effects.

Game Director - *The Wrecks* Game - Summer 2022
- Communicated with high-ranking musicians *The Wrx* and management in a professional manner.
- Created detailed documents on expectations, proposals, design, mechanics, and management.

TECHNICAL SKILLS:

- **Programming Languages** - C#, GML, Python
- 5 years' experience in **Unity** and **Game Maker.** 3 year's experience in **Maya.** Knowledge in **Nuke**, **Substance Painter**, and **Unreal Engine 5**.
- 3 Year's Experience in **Adobe Photoshop, Premiere Pro,** and **After Effects.**

GENERAL SKILLS:

- **Game Design** - 5 Years' Experience
- **Journalism/Creative Writing** - 8 Years' Level
- **Digital/Graphic Design** - 4 Years' Experience

EDUCATION:

The University of Texas at Dallas - Richardson, Texas - Arts, Technology, and Emerging Comms.
August 2019 - May 2023 | GPA - 3.92 / 4.0

B.A. in Design and Production: *Concentration in Games*, Anticipated May 2023.

Relevant Coursework: Game Design, Scripting for Games, Project Management, Games and Narrative, VR.

LANGUAGES: Written and oral fluency in **English** and **Spanish**. Proficient in **French**

AWARDS: **SGDA Spring Jam:** *Best Visuals - 2023* | **SGDA Thanksgiving Jam:** *Best Art - 2022* | **Dean's List**