# Daniel Narvaez

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## Core Competencies

### Design

* Designed an asymmetrical progression system for *Clock Out!!* that maintained manageable difficulty through 5 introductory levels to support new player onboarding.
* Developed a combat-driven economy in *Clock Out!!* that integrated stat progression with combat performance to reward skillful play with bonus in-game currency.
* Analyzed successful mobile fighting games to inform *Clock Out!!*'s gameplay controls and visual direction, reaching over 2,000 unique users through target audience appeal.
* Created accessible user interfaces with clear information hierarchy and colorblind-friendly design patterns to improve user experience.

### Implementation

* Modeled a stat progression system in Machinations for *Clock Out!!* using weighted randomization to diversify opponent attributes.
* Developed a stamina mechanic in *Chihuahua Champ* that increased user engagement and gated early-game progression by intensifying the difficulty of higher-weight exercises.
* Implemented responsive UI layouts in Unity to ensure consistency across mobile and tablet devices.
* Develops comprehensive balancing documentation for *Project Dreamscape's* Game Design Document by defining a list of entity and combat scaling metrics.

### Leadership and Collaboration

* Leads balancing division among a 21-person design team, managing system requirements and developing strategic action plans using the Agile methodology.
* Secured $2,400 in senior thesis funding by developing successful grant proposals for institutional stakeholders.
* Led development of *Chihuahua Champ* by coordinating team meetings and managing the project schedule throughout a 6-week timeline.
* Assembled a team of 3 through strategic networking and interviewing to develop senior thesis project.

## Projects

### Game Design - Balancing • *Project Dreamscape* • Team of 90 • 2024 - Present

Leads balancing division within the design team at EGD Collective. Tests progression systems to validate design decisions during development in Unity. Third-person 3D hack-and-slash roguelite; launching on Steam in April 2025.

### Game Design - Systems • *Clock Out!!* • Team of 7 • 2021

Designed the game’s economy and progression systems. Created the scoring system that awards players XP based on their performance. Balanced stat upgrade costs and effects for player progression. 2D arcade-style fighter for mobile and tablet platforms by MassDigi. 3 months of development.

## Education

### Bachelor of Fine Arts (B.F.A.), Design and Technology

Parsons School of Design • New York, NY, USA • May 2022

## Experience

### Game Studio Program Fellow

EGD Collective • New York, NY, USA • August 2024 - Present

### Game Design Intern

MassDigi • Worcester, MA, USA • May 2021 - August 2021

## Skills

### Engines

Unity • Unreal Engine 5

### Design Tools

Machinations • Figma • Photoshop • Illustrator • InDesign

### Development Technologies

C# • Visual Studio • VSCode • Git • GitHub • HTML • CSS • JavaScript • React