



# DANIEL GONZÁLEZ ROBAYNA

GAME DESIGNER



## PROFILE

Teamwork is a part of the dynamics I enjoy, like testing ideas and refining our outcomes through iteration in a playable environment. Analysing the performance of each element in-game allows me to always see them as a whole.

My approach to Game Design starts with research and planning, so I can support my designs with documentation followed by a swift implementation.

## SKILLS

- Game Design
- Level Design & Implementation
- Game Balancing
- Gameplay Prototyping
- 3D & 2D applications
- Unity & Unreal Engine Blueprints workflow
- Graphic Design

## LANGUAGES

**SPANISH** Native

**ENGLISH** Upper-intermediate (B2)

## TECHNICAL SKILLS

### GAME ENGINES

Unity, Unreal Engine, GameMaker Studio

### PROGRAMMING TOOLS

MonoDevelop, Microsoft Visual Studio

### CODING LANGUAGES

C#, HTML, CSS

### ART/GRAPHICS SOFTWARES

Aseprite, Blender, 3DStudio Max, Spritestack, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, DaVinci Resolve

### SOUND SOFTWARES

Adobe Audition, Audacity

### MISC.

HacknPlan, Draw.io, Trello, Github, Sourcetree, Microsoft Office, Google Environment

## EXPERIENCE

### GAME DESIGNER & TECHNICAL ARTIST

YOKAICADE | Aug. 2020 - Present

## PROJECTS

### IGNITED STEEL: MECHA TBT

GAME DESIGNER & TECHNICAL ARTIST  
Aug. 2020 - Present

- Core Loop & Gameplay Design
- Environment Graphics & Models
- Particles and VFX
- UI implementation

### NOT THEIR WILL

GAME DESIGNER, TECHNICAL ARTIST & PRODUCER  
Sep. 2019 - May 2020

- Core Loop, Level Design & Combat Design
- Environments, Models, Animations, VFX and Lighting
- Planning sprints and Production
- Cutscenes

## EDUCATION

### INTERACTIVE PRODUCTS & GAME DESIGN DEGREE

U-TAD | 2016 - 2020

### DESIGN DEGREE

UNIVERSIDAD DE LA LAGUNA | 2013 - 2016