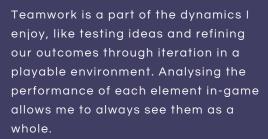


# DANIEL GONZÁLEZ ROBAYNA

GAME DESIGNER



## **PROFILE**



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

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

