



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