Hey, I’m Daniel, a recent Master’s graduate in game development. I’m passionate about making games just as much as I love playing them. My preferred medium is code, and my skillset which I’ve honed in my side projects as well as my course units helps me turn concepts into working game mechanics. My most recent project was a 2D puzzle adventure game called “Strength Lies in Difference”, where I was responsible for game design and development together with other talented team members. We were awarded best community pick and best use of theme, whilst also placing 1st out of 77 submissions which was a great feeling. Besides my commitment to cultivating a collaborative working dynamic with teams through my attitude, I’m also persistent in finding a solution to a problem. If I don’t know something, I’ll put in the hours to learn about it. Put simply, I don’t know how to quit. I’ll make sure that whatever the task, my teammates can trust that I’ll bring my absolute best self to work everyday.