

# Oriol Viu i Duran

## Technical Game Designer & Narrative Designer

Portfolio

[oriolviuduran.com](http://oriolviuduran.com)

LinkedIn

[linkedin.com/in/oriolviuduran](https://linkedin.com/in/oriolviuduran)

Email

[orvidu7@gmail.com](mailto:orvidu7@gmail.com)

Currently pursuing a Master's in Sweden, I have experience both working solo and in teams from my studies and game jams. **Making games allows me to combine my technical background with a desire for meaningful interactive storytelling.** I'm creative, analytical, detail-oriented, and easily adaptable – versatile, self-sufficient, and a caring team player. I'm also an avid runner, filmgoer, record collector, trivia nerd, and Simpsons enthusiast!

### Work Experience

#### Solo Game Developer

**North Oriole Games** | Freelance | Jun 2022 –

- Developing non-commercial narrative-driven games. Participating in game jams and other team activities.
- Managing the social and marketing aspects of the studio. Crafting a distinct brand identity from scratch.

#### Educational Robotics Trainer

**Habilis – Abacus Cooperativa** | Barcelona, Spain | May 2024 – Jul 2024

- Conducting teacher training sessions in schools on educational robotics such as LEGO Spike or micro:bit.
- 30+ sessions done with 400+ attendees, receiving an average score of 9.25 out of 10.

#### Administrative Intern

**Josep Pallach Institute of Education Sciences (ICE) – Universitat de Girona** | Girona, Spain | Mar 2021 – Jul 2022

- Creating and writing content for social media and web. Managing a WordPress blog and biweekly newsletter.
- Organising classes, seminars, and virtual rooms for university staff. Video editing and administrative support.

### Education

#### Master of Arts (MA) in Game Design

**Uppsala Universitet – Campus Gotland** | 120 ECTS | Visby, Sweden | Sep 2024 – (Jun 2026)

- Thesis (I): *"Managing to Critique": Counterfactualism in Resource Management Games for Social Commentary*
  - Graded with a pass with distinction (VG).
  - Developed prototype nominated for Best Art Direction and the Student Choice Award at the GGC 2025.

#### Bachelor's Degree in Design and Development of Video Games

**Universitat de Girona** | 240 ECTS | Girona, Spain | Sep 2017 – Jun 2022

- Thesis: *WAVA: Design and development of a cinematic 2D puzzle-platformer game*
  - Awarded full marks and the Computer Field Award at the 28th Edition of the Premis Patronat.
  - Developed prototype chosen to be presented at the Talent Open Mic organised by the DevICAT.

### Skills

#### Engines

Unity  
Unreal Engine 5 / 4  
Godot

#### Core

Storytelling  
Prototyping  
Scoping  
User Experience  
Visual Design

#### Tools

GitHub  
Twine / Ink  
Inkscape  
Photoshop  
Blender

#### Programming

C#  
Blueprints / C++  
Python

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## Projects

### Recreational Electronic Works

**Master's Thesis – Team Project** | Unity | Feb 2025 –

- Conceptualising an original setting that uses counterfactualism and satire for social commentary.
- Programming and balancing the game systems and economy for optimal resource management gameplay.

### Grady Belle

**Master's Course – Team Project** | Unity | Jan 2025

- Scoping and developing a complete project in a week. Writing the story in the style of a children's book.
- Editing and layering several audio files to ensure an immersive soundscape and user experience.

### WAVA

**Bachelor's Thesis – Solo Project** | Unity | Sep 2021 – May 2023

- Releasing a complete game with a focus on interactive storytelling, a cinematic feel and simple visuals.
- Enhancing the user experience with fluid camerawork, controller adaptability, and a collectible system.

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## Additional Education

### Diploma in Narrative Design for Video Games

**Pulse College** | Dublin, Ireland (online) | Jul 2023 – Sep 2023

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## Volunteering

### Rindi Cinéclub Committee

**Gotlands Studentkår Rindi – Folkets Bio Betty** | Visby, Sweden | Oct 2024 –

- Organising film screenings for Campus Gotland students. Tending ticket sales and general cinema maintenance.

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## Languages

### Catalan

Native or Bilingual Proficiency

### English

Full Professional Proficiency  
*C1 Advanced – Score 198*

### Spanish

Native or Bilingual Proficiency

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## References

### Dr. Gustavo Ariel Patow

[gustavo.patow@udg.edu](mailto:gustavo.patow@udg.edu)

Bachelor's Coordinator and Thesis Supervisor

### David Darnés Mallolas

[david.darnes@gamegi.co](mailto:david.darnes@gamegi.co)

Executive Advisor in Video Game Development