



# ORIO

# VIU DURAN

Junior Game Designer

## CONTACT



Girona



+34 697 12 26 14



orvidu7@gmail.com



oriolviuduran.github.io



linkedin.com/in/oriolviuduran

## ABOUT ME

I describe myself as creative, analytical, detail-oriented, easily adaptable and a good team player.

Currently looking to join a game studio and begin my professional career either around Barcelona or abroad, as I'm open to relocating. I also craft small narrative-driven solo projects with the intention of expressing myself and growing both as a game developer and as a human being.

I enjoy playing story-rich video games, running, collecting vinyl records and doing geography quizzes.

## LANGUAGES

### Catalan and Spanish

- Native level

### English

- Cambridge English C1 Advanced
- Overall Score: 198

## REFERENCES

### Dr. Gustavo A. Patow

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

- Final Degree Project tutor.

## WORK EXPERIENCE

### Solo Game Developer

North Oriole Games | June 2022 – Present

- Designing and developing narrative-driven games in full, taking part in all the different stages of game-making.
- Managing the social and marketing aspects of the studio, along with creating from scratch a distinct brand identity.
- Projects: WAVA (2023).

### Administrative Intern

Josep Pallach Institute of Education Sciences | March 2021 – July 2022

- Creating and writing content for social networks and websites, as well as designing a cohesive style for posts and other visual elements.
- Video editing and managing a bimonthly newsletter.
- Organising classes, seminars and virtual rooms.

## EDUCATION

### Diploma in Narrative Design for Video Games

Pulse College | July 2023 – September 2023

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

Universitat de Girona | September 2017 – June 2022

- My Final Degree Project, titled "WAVA: Design and development of a cinematic 2D puzzle-platformer game", was awarded full marks and the "Computer Field Award" at the 28th Edition of the Premis Patronat.

### Technological Baccalaureate

La Salle Girona | September 2015 – June 2017

## KNOWLEDGE & SKILLS

### Game engines

Unity, Unreal Engine, Godot.

### Game design & development tools

Adobe Photoshop, Blender, Inkscape, Twine, Microsoft Office, Google Workspace, GitHub, HacknPlan, Autodesk Maya & 3ds Max.

### Programming languages

C++, C#, HTML, CSS, Python, Blueprints Visual Scripting.

### Soft skills

Creativity, Teamwork, Attention to Detail, Adaptability, Organisation, Communication, Active Listening, Critical Thinking, Problem Solving.