

Oriol Viu i Duran

Technical Game Designer & Narrative Designer

Portfolio

oriolviuduran.com

LinkedIn

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Email

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

Game Developer

North Oriole | Freelance | Jun 2022 –

- Developing independent, non-commercial games. Participating in game jams and other team activities.
- Self-publishing, self-promoting, and 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

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.

Additional Education

Diploma in Narrative Design for Video Games

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

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.

Languages

Catalan

Native or Bilingual Proficiency

English

Full Professional Proficiency
C1 Advanced – Score 198

Spanish

Native or Bilingual Proficiency

References

Dr. Gustavo Ariel Patow

gustavo.patow@udg.edu

Bachelor's Coordinator and Thesis Supervisor

David Darnés Mallolas

david.darnes@gamegi.co

Executive Advisor in Video Game Development