

Oriol Viu i Duran

Game Designer | Narrative + Interaction

Mail

oriolviuduran@gmail.com

Portfolio

oriolviuduran.com

LinkedIn

linkedin.com/in/oriolviuduran

Currently based in Sweden, pursuing a *MA in Game Design* while looking for an internship in the EU or the UK. Also developing my own narrative-driven games under the name *North Oriole*. **Creative, analytical, detail-oriented and easily adaptable. Able to communicate and collaborate in a team, as well as having initiative and versatility to work independently.** In my free time an avid runner, filmgoer, record collector, trivia nerd, and Simpsons enthusiast.

Work Experience

Solo Game Developer

North Oriole Games | Self-employed | Jun 2022 –

- Designing and developing narrative-driven games in full. Participating in game jams and other team activities.
- Managing the social and marketing aspects of the studio. Crafting a distinct brand identity from scratch.
- Notable Projects: **WAVA** (2023), **Very Mush Alike** (Indie Spain Jam 2023 – Finalist)

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)

- Notable Projects: **Grady Belle**

Bachelor's Degree in Design and Development of Video Games

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

- Final Degree Project: **“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*.
 - Selected to present the developed prototype at the *Talent Open Mic* organised by the *DeviCAT*.

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 | Visby, Sweden | Oct 2024 -

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

Languages

Catalan + Spanish	English	Swedish
Native or Bilingual Proficiency	Full Professional Proficiency <i>C1 Advanced - Score 198</i>	Elementary Proficiency

Skills

Engines	Core	Programming
Unity	Technical Game Design	C# / C++
Unreal Engine 5 / 4	Narrative Design	Blueprints Visual Scripting
Godot	Interactive Storytelling	Python / GDScript
	Prototyping	
	Scoping	
	Tools	
	Adobe Photoshop	Microsoft Excel
	Inkscape	Blender
	Twine	GitHub

References

Dr. Gustavo Ariel Patow gustavo.patow@udg.edu Final Degree Project Tutor and Bachelor's Coordinator	David Darnés Mallolas david.darnes@gamegi.co Executive Advisor in Video Game Development
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