



# ORIOL VIU DURAN

Junior Game Designer | Narrative, Level & UI/UX

## CONTACT



Girona



+34 697 12 26 14



orvidu7@gmail.com



oriolviuduran.github.io



linkedin.com/in/oriolviuduran

## ABOUT ME

I would describe myself as creative, analytical, detail-oriented and an easily adaptable team player. Also a story enjoyer, cozy gamer, runner, vinyl collector and a bit of a geography buff!

Looking to join a team/studio and begin my career either around Barcelona or abroad. Interested in opportunities that will allow me to grow professionally and personally.

## KNOWLEDGE & SKILLS

### Game Engines

Unity, Unreal Engine, Godot.

### Tools & Software

Adobe Photoshop, Blender, Inkscape, Twine, Wordpress, Microsoft Office, Google Workspace.

### Programming Languages

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

### Soft Skills

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

## WORK EXPERIENCE

### Solo Game Developer

North Oriole Games | June 2022 – Present

- Designing and developing small 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 Wordpress blog and newsletter.
- Organising classes, seminars and virtual rooms.

## EDUCATION

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

Universitat de Girona | September 2017 – June 2022

- Awarded full marks and the "Computer Field Award" at the 28th Edition of the Premis Patronat for my Final Degree Project, titled "WAVA: Design and development of a cinematic 2D puzzle-platformer game".
- Selected to represent the Universitat de Girona by presenting WAVA at the Talent Open Mic organised by the DevCAT.
- Other relevant projects include the development of a first-person survival, a serious game for children and an AR city builder.

### Diploma in Narrative Design for Video Games

Pulse College | July 2023 – September 2023

- Wrote and developed with different narrative design software tools the prototype for VENICE, a game focused on interactive storytelling, symbolism, world building and compelling characters.

## LANGUAGES

### English

Cambridge English C1 Advanced  
Overall Score: 198

### Catalan & Spanish

Native or Bilingual Proficiency

## REFERENCES

**Dr. Gustavo A. Patow** ([gustavo.patow@udg.edu](mailto:gustavo.patow@udg.edu))

- Final Degree Project Tutor & Coordinator of the Bachelor's Degree in Design and Development of Video Games.