





# Oriol Viu Duran

## Junior Game Designer

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Graduate with a Bachelor's in Design and Development of Video Games, currently based in Barcelona looking for a role to prove myself, learn and grow. **Creative, analytical, detail-oriented and easily adaptable. Able to communicate, collaborate and work efficiently in teams, as well as having the initiative and versatility to work independently.** Passionate about running, record collecting, geography, Sherlock Holmes, The Simpsons and story-driven video games.

## 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.
- Participating in game jams and other team-building activities.
- Notable Projects: WAVA (2023), Very Mush Alike (Indie Spain Jam 2023 – Finalist)

### Administrative Intern

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

- Creating and writing content for social media and websites, as well as designing a cohesive visual style for posts.
- 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 (UdG) | 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 UdG by presenting WAVA at the Talent Open Mic organised by the DevCAT.
- Other Projects: One Man Land, Blood Trip, ecoCITY

### Diploma in Narrative Design for Video Games

Pulse College | July 2023 – September 2023

- Wrote and prototyped using different tools the interactive story VENICE, which focuses on symbolism, world building and compelling characters.

## Languages

### English

Cambridge C1 Advanced – Score 198

### Catalan

Native or Bilingual Proficiency

### Spanish

Native or Bilingual Proficiency

## Skills (ranked by proficiency)

### Core

- Narrative Design
- Interactive Storytelling
- Critical Thinking
- Planning / Scoping
- Level Design
- Prototyping

### Tools

- Google Workspace
- Microsoft Office
- Inkscape / Illustrator
- Twine / Ink
- Photoshop
- Blender

### Engines

- Unity
- Unreal Engine
- Godot

### Programming

- C# / C++
- Blueprints Visual Scripting
- HTML / CSS

