

Game Designer | Narrative + Interaction

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Portfolio oriolviuduran.com

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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)

Relevant Projects: Grady Belle, Cherie On The Keys

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"
 - o 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.
- Other Projects: One Man Land, Blood Trip, ecoCITY

Additional Education

Diploma in Narrative Design for Video Games

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

Volunteering

Rindi Cinéclub Committee President

Gotlands Studentkår Rindi | Visby, Sweden | Oct 2024 -

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

Languages

Catalan + Spanish
Native or Bilingual Proficiency

English
Full Professional Proficiency
C1 Advanced - Score 198

Swedish Elementary Proficiency

Skills

Engines Unity Unreal Engine 5 / 4 Godot Core
Technical Game Design
Narrative Design
Interactive Storytelling
Planning / Scoping
Prototyping

Programming C# / C++ Blueprints Visual Scripting Python / GDScript

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 Games Industry Executive, Advisor and Consultant