



ORIO VIU DURAN

Junior Game Designer | Narrative, Level & UI/UX

CONTACT



Girona



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ABOUT ME

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

I'm currently looking to begin my professional career in design either around Barcelona or abroad. I also develop small narrative-driven games in solitary under the name North Oriole with the intention of expressing myself and growing as a game maker and human being.

LANGUAGES

Catalan and Spanish

- Native level

English

- Cambridge English C1 Advanced
- Overall Score: 198

REFERENCES

Dr. Gustavo A. Patow

gustavo.patow@udg.edu

- Final Degree Project tutor.

WORK EXPERIENCE

Solo Game Developer

North Oriole Games | June 2022 – Present

- Designing and developing 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 bimonthly newsletter.
- Organising classes, seminars and virtual rooms.

EDUCATION

Diploma in Narrative Design for Video Games

Pulse College | July 2023 – September 2023

Bachelor's Degree in Design and Development of Video Games

Universitat de Girona | September 2017 – June 2022

- My Final Degree Project, titled "WAVA: Design and development of a cinematic 2D puzzle-platformer game", was awarded full marks and the "Computer Field Award" at the 28th Edition of the Premis Patronat.

KNOWLEDGE & SKILLS

Game engines

Unity, Unreal Engine, Godot.

Game design & development tools

Adobe Photoshop, Blender, Inkscape, Twine, Microsoft Office, Google Workspace, GitHub, HacknPlan, Autodesk Maya & 3ds Max.

Programming languages

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

Soft skills

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