ORIOL
VIU DURAN

Game Designer and Developer

CONTACT

📍 Girona

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ABOUT ME

Born in Girona in 1999, I have always had a passion for creating stories, characters and worlds.

I am an organised, communicative, versatile and creative person, with a high capacity for critical thinking, teamwork and always very eager to keep learning and growing.

My main hobbies include playing video games, running, collecting vinyls and learning everything geography-related.

LANGUAGES

Catalan and Spanish
- Native level

English
- Cambridge English C1 Advanced
- Overall Score: 198

REFERENCES

Dr. Gustavo A. Patow
gustavo.patow@udg.edu
- End of Degree Project tutor.

Sílvia Aznar Suñer
silvia.aznar@udg.edu
- Former employer.

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 (in progress).

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

Bachelor's in Design and Development of Video Games
University of Girona | September 2017 – June 2022

- End of Degree Project was awarded full marks and consisted in designing and developing a prototype for WAVA, a cinematic 2D puzzle-platformer about finding your place and self-growth.

Technological Baccalaureate
La Salle Girona | September 2015 – June 2017

Extracurricular English Classes
EICA Girona | September 2008 – March 2017

KNOWLEDGE & SKILLS

Game engines
Unity, Unreal Engine, Godot.

Game design & development tools
Adobe Photoshop, Blender, Inkscape, Twine, Microsoft Excel, Google Workspace, GitHub, HacknPlan, Autodesk Maya & 3ds Max.

Programming languages
C++, C#, HTML, CSS, Python, JavaScript, Blueprints Visual Scripting.

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