ORIOL
VIU DURAN

Game & Narrative Designer

CONTACT

📍 **Girona**

📞 **+34 697 12 26 14**

✉️ **orvidu7@gmail.com**

🔗 **oriolviuduran.github.io**

in **linkedin.com/in/oriolviuduran**

ABOUT ME

I would describe myself as creative, analytical, detail-oriented and an easily adaptable team player.

Also a cozy gamer, amateur runner, vinyl collector and a bit of a geography buff!

Looking to join a studio around Barcelona or abroad where I can learn and grow on a professional and personal level.

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

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

Diploma in Narrative Design for Video Games
Pulse College | July 2023 – September 2023

- Wrote and developed using 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)
- Final Degree Project Tutor