



ORIO

VIU DURAN

Game designer and developer

CONTACT



[Girona](#)



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ABOUT ME

Born in Girona in 1999. I have always been passionate about creating stories, worlds and characters.

I consider myself to be a responsible, well-organised, and creative person, with a high capacity for team-working and very keen to keep learning.

Some of my hobbies are video games, basketball, running, music, travelling, cinema, photography and geography.

LANGUAGES

Catalan and Spanish
Native level

English
Cambridge English C1 Advanced
Overall Score: 198

MORE INFORMATION

- Driver's license and own vehicle
- Basketball (2005 - 2022)

WORK EXPERIENCE

North Oriole Games

Game developer in solitary | *June 2022 - Present*

- Design, programming and creation of the artistic aspect.
- Management and creation of content for social networks.
- Projects: WAVA (in progress).

University of Girona's Josep Pallach Institute of Education Sciences (ICE)

Administrative intern | *March 2021 - July 2022*

- Management and creation of content for social networks, ICE and ICEberg websites.
- Elaboration of the ICEberg newsletter and video editing.
- Support to the organization of classes and activities.
- Support to the management of 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 WAVA, a cinematic 2D puzzle-platformer about finding your place.

Technological Baccalaureate

La Salle Girona | *September 2015 - June 2017*

Extracurricular English Classes

EICA Girona | *September 2008 - March 2017*

KNOWLEDGE

Game engines

Unity, Unreal Engine, Godot

Content creation for games

Adobe Photoshop, Blender, Inkscape, Autodesk 3ds Max, Autodesk Maya

Programming languages

C, C++, C#, Python, HTML, CSS, Java, JavaScript