

Oriol Viu i Duran

Technical Game Designer & Narrative Designer

Portfolio

oriolviuduran.com

LinkedIn

linkedin.com/in/oriolviuduran

Email

orvidu7@gmail.com

I have experience working in professional indie development, as well as different personal projects. **Making games allows me to combine my technical background with a desire for meaningful interactive storytelling.** I'm creative, open, analytical, detail-oriented, and versatile. Aside from games, I also enjoy running, splurging on records, going to the cinema, taking part in pub quizzes, visiting botanic gardens, and quoting The Simpsons any time I see fit.

Work Experience

Game Design Intern

Can You Eat It? | Belfast, United Kingdom | Sep 2025 - (Jan 2026)

- Prototyped and grey-boxed the level flow of one of the areas in the studio's debut title *Details*.
- Designed the interactions with the non-player characters and wrote their dialogue.

Game Developer

North Oriole | Freelance | Jun 2022 -

- Developed independent, non-commercial games and participated in game jams and other team activities.
- Self-published the puzzle-platformer *WAVA*, and crafted a distinct brand identity from scratch.

Educational Robotics Trainer

Habilis - Abacus Cooperativa | Barcelona, Spain | May 2024 - Jul 2024

- Conducted 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.

Education

Master of Arts (MA) in Game Design

Uppsala Universitet - Campus Gotland | 120 ECTS | Visby, Sweden | Sep 2024 - (Jun 2026)

- Thesis (I): *"Managing to Critique": Counterfactualism in Resource Management Games for Social Commentary*
 - Graded with a pass with distinction (VG).
 - Developed prototype nominated for Best Art Direction and the Student Choice Award at the GGC 2025.

Bachelor's Degree in Design and Development of Video Games

Universitat de Girona | 240 ECTS | Girona, Spain | Sep 2017 - Jun 2022

- Thesis: *WAVA: Design and development of a cinematic 2D puzzle-platformer game*
 - Awarded full marks and the Computer Field Award at the 28th Edition of the Premis Patronat.
 - Developed prototype chosen to be presented at the Talent Open Mic organised by the DeviCAT.

Skills

Design

Twine
Ink
Photoshop
Illustrator
Audacity

Core

Storytelling
Prototyping
Scoping
User Experience
Branding

Technical

Unity
Unreal Engine
C#
Blueprints
Git

Additional Education

Diploma in Narrative Design for Video Games

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

Volunteering

Rindi Cinéclub Committee

Gotlands Studentkår Rindi – Folkets Bio Betty | Visby, Sweden | Oct 2024 –

- Organised film screenings for Campus Gotland students.
 - Tended ticket sales and general cinema maintenance.
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Languages

Catalan

Native or Bilingual Proficiency

English

Full Professional Proficiency
C1 Advanced – Score 198

Spanish

Native or Bilingual Proficiency

References

Dr. Gustavo Ariel Patow

gustavo.patow@udg.edu

Bachelor's Coordinator and Thesis Supervisor

Dr. Eoghain Meakin

eoghain@canyoueatit.co.uk

Narrative Designer and Internship Supervisor