

Oriol Viu i Duran

Narrative Designer, Game Maker & Researcher

Portfolio

oriolviuduran.com

LinkedIn

linkedin.com/in/oriolviuduran

Email

orvidu7@gmail.com

Soon-to-be graduate with a **MA in Game Design**. Experienced in professional indie game development, academic research, visual design, and workshop organisation. Worked on diverse personal projects – ranging from complete solo games, to experimental game jams. **Making games allows me to combine my technical background with a desire for meaningful interactive storytelling.** Creative, versatile, detail-oriented, and always ready for a challenge!

Work Experience

Game Design Intern

Can You Eat It? | Belfast, United Kingdom | Sep 2025 – Jan 2026

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

Educational Robotics Trainer

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

- Conducted teacher training sessions in primary and secondary schools on *LEGO Spike*, *micro:bit*, and more.
- 30+ workshops done with 400+ attendees, receiving an average score of 9.25 out of 10.

Game Developer

North Oriole | Freelance | Jun 2022 –

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

Education

Master of Arts (MA) in Game Design

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

- Thesis 15 ECTS: *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 15 ECTS: *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

Ink
Twine
Photoshop
Illustrator
Miro

Core

Writing
Rapid Prototyping
Scoping
Critical Thinking
Branding

Technical

Unity
Unreal Engine
C#
Blueprints
GitHub

Workshops & Talks

Unveiling Racialised and Hostile Urbanism through Interactive Storytelling

DiGRA Conference 2026 | Workshop | Maynooth, Ireland | (Jun 2026)

Urbanism and Games

Institute of Art, Design + Technology Dún Laoghaire | Guest Lecture | Dún Laoghaire, Ireland (online) | Feb 2026

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 – (Jun 2026)

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, Lecturer, and
Internship Supervisor

Dr. Naoise Collins

naoise.collins@iadt.ie

Game Designer, Lecturer, and
Workshop Collaborator