

# DANIEL INIESTA GONZÁLEZ

## QA Specialist

Making sure the final **user** will get the most enjoyable **experience** drives me. That's why I believe my eye for detail and ability to put myself in someone else's shoes are excellent perks for this.

I love to work in environments that require all different professionals, and skills of any kind, so I can **keep evolving** and **improving** while sharing my skills with them. **Communication** is key to achieving these goals.

Let's make Video Games!

## PROFESSIONAL EXPERIENCE

### Economy QA

Gameloft | Feb. 2023 - Present

Implementation of the economy designs in Asphalt 9: Legends.

- ★ **Improved** tools and work pipelines to boost the whole team's efficiency.
- ★ Took the **responsibility** of the LiveOps operations relative to the Game Economy Designers.
- ★ **Collaborated** with all the teams involved on new features: Designers, Developers, QA, Production, Artists, and Monetization teams.
- **Reported** and **followed up** bugs tickets in Jira.
- **Tested** and reviewed new features for the game, making sure every new **branch** met **quality standards**.
- Implementation in our insite tools all the economy designs of the main events for every new season, following design principles and ensuring a smooth **player experience**.
- **Mentoring** and **training** of our internal tools to new employees.

### Unity3D Developer

Madness Games | Jan. 2023 - Feb. 2023

Programmed different VR and XR experiences using Unity3D.

- ★ **Researched** and **implemented** VR/XR frameworks and plugins to build interactive experiences.
- **Build a custom system** for the designers to implement tooltips easily and fast.
- **Tracking** and **fix** bugs, while optimizing and updating legacy code.

### Indie Video Game Project

MoaMoi | Jan. 2019 - Dec. 2022

Development of a roguelike RPG Indie Video Game using Unity3D.

- ★ **Reduced by 40%** the time needed to create and **test** new abilities by redesigning the system.
- ★ Built a tool to implement a minimap system to **help the player** with the exporation of the levels.
- **Exploratory** and **regression testing** of builds and newly developed features.
- Performed R&D of needed tasks.

### Backend Web Developer

Òmada Interactiva | Jul. 2015 - Jan. 2019

Specialized in the development of custom CRM applications in Drupal 7 and 8, WordPress, and Moodle sites as well.

- ★ **Reduced** the time required by **30%** to update and upgrade process using bash scripts to automate it.
- ★ **Boosted** general development time by **10%** by teaching the tech workflow to everyone involved in a project.
- **Tested** and **review** the projects after every update.
- Managed different **stakeholders** and established new **communication** pipelines.
- **Mentoring** of new dev co-workers.

## OTHER EXPERIENCES

### Playtesting Baldur's Gate 3

Larian Studios - July 2022

Participated in a playtesting day at Larian Studios' Barcelona offices testing Baldur's Gate 3 title.

- **Tested** game mechanics and user experience through gameplay.
- **Reported** found issues to gameplay designers both verbally and filling out questionnaires.
- Presented feedback about the whole experience.

### Board Games QA & Localization Tester

Homoludicus and Enigma Studio

Tested and reviewed the Spanish editions of board games.

- ★ **Designed** [promotional cards](#) for the Spanish edition of Through the Ages.
- **Tested** game mechanics to assure the player experience.
- **Checking and reporting localization errors** of the Spanish editions, both rule books and board game components.
- Provide improvements and feedback to managers.

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🌐 [Portfolio](#)

🌐 [LinkedIn](#)

📍 Barcelona, Spain

## SKILLS

### Technologies and Software

Unity3D

C#

Visual Studio

Github

Trello

Jira

Confluence

Miro

Python

## EDUCATION

Technical Engineer in Administrative Data Processing  
Universidad politécnica de Valencia (UPV)  
2008 - 2014

I coursed my IT studies while working in the family business, which provided me with **resilience** and **time management** skills.

### The main knowledge I learned:

- OOP with Java, C++, and C#.
- Data structures and algorithms.
- Fundamentals of graphics programming.
- Software development.
- Project management.
- Research capacity.
- Critical thinking.

## LANGUAGES

English: Complete professional competence

Spanish: Native

Catalan: Intermediate (B1)

Japanese: Beginner (B1)