Daniel Olivella Majoral
Video Game Developer

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Birth Date: 14 .06 .1998
Residence: Barcelona City

(All icons are Links) My webpage works as a Portfolio.

Major Strengths:

-Game & Level Design
-Live Ops Operator
-Producer & Leadership
- F2P Economy
-Programmer
-User Interface & Experience

Resources I use Daily:

- Google Tools
- Amplitude
- Unreal Engine 4
-Unity
-Jira & Trello
-Photoshop
-3ds Max
-C++, C# & Blueprints
-GitHub & GitLab

Languages:

-Catalan
-Spanish
-English

Other Interests:
-Sailing
-Reading
-Science
-Entrepreneurship
-Ancient History

About me:

I'm a Video Game Developer working as Game Designer & Live Ops in C.A.T.S by Zeptolab.

Graduated in "Creation of Interactive Digital Content" at Enti-UB.

I usually work as a Game Designer, Producer or Programmer. Interested in Project Management and Agile methodologies.

Professional Experience on Video Games:

Zeptolab / Game Designer & LiveOps Internship in C.A.T.S

February 2020 - Present, Barcelona - Zeptolab Barcelona
Design and operate LiveOps events and themed offers.

Create and balance game content such as new parts or economy features.

Analyze the performance of Game Design features with Analytics tools.

Create content to be enjoyed by millions of players worldwide

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Other Professional Experience:

Barcelona Sailing Center / Sailing Instructor

June 2019 - July 2019, CMV Barcelona

Teach Sailing to children and adults, responsible for programming and executing aquatic activities

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Education

Enti-UB / Degree "Video Game Developer" (4 Years)
Sept 2015 – June 2020

Jesuïtes de Casp / GCE Technological "Bachillerato" (2 Years)
Sept 2013 - June 2015

Course in the technological modality with the optional subjects: Industrial Technology, Chemistry and Physics.