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 [Daniel Paniagua](#)

 [Portfolio](#)

EDUCATION

MASTER PLAYSTATION TALENTS IN PRODUCTION AND MARKETING IN VIDEOGAMES

Voxel School

2024/2025

UNIVERSITY DEGREE IN VIDEO GAME CREATION AND NARRATION + TITLE IN TECHNICAL ARTIST

Universidad Francisco de Vitoria

2020/2024

FIRST YEAR OF COMPUTER ENGINEERING DEGREE

Universidad Politécnica de Madrid

2018/2019

SKILLS

- English and Spanish
- Agile Methods (Scrum, Kanban)
- Jira
- Unreal, Unity programming
- Video Editing
- Notion, Figma

DANIEL PANIAGUA

PRODUCER

For much of my life, I have been involved in various projects, ranging from music, video, and finally, video games. When I began to dedicate my professional future to this discipline, I had a background in leadership, music, and some programming. During my university life, I have done nothing but learn how all areas work. With this in mind, and with the ability for listening, patience, and problem-solving, I believe that I can perform my job as a professional

EXPERIENCE

PRODUCER

at Astral Maw

September 2024 - July 2025

- Producer and project management in Dreadbone
- Developing a demo, available in Steam

PROGRAMMER

at Morwen Studios

March 2024- July 2024

- Programming in Retro Squad, game in development
- Part-time job

PRODUCER & GAME DESIGNER

at Fighting Krazy Chickens (Global Game Jam 2024)

2024

- Development in Unity of an arcade chicken game
- Management of a team of 12 people.
- Programmer
- Game and sound design
- Winner of the Most Fun Game award at the UFV

PRODUCER & PROGRAMMER

at Proyecto Colaboración UFV - EA (2024)

2023-2024

- Development in Unreal of a multiplayer card project
- Programming of the client-server multiplayer system
- Management of a team of 4 people for a prototype development