OSCAR LARIOS

GAME DESIGNER & DEVELOPER

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📍 BARCELONA, SPAIN
🌐 www.megaoski.github.io

📁 EDUCATION

POLYTECHNIC UNIVERSITY OF CATALONIA 2017-2022

B.D. IN DESIGN AND DEVELOPMENT OF VIDEO GAMES

📋 ABOUT ME

PASSIONATE AND CURIOUS. QUICK LEARNER AND DEDICATED TO QUALITY. I LOVE WORKING IN A TEAM AND I STRIVE FOR GOOD COMMUNICATION AND INCLUSION.
REALLY INTERESTED IN WORKING IN THE FIELD OF ACCESSIBILITY, DEDICATED MY END OF DEGREE WORK TO IT.

💡 TOOLS

- UNITY
- UNREAL ENGINE
- VISUAL STUDIO IDE
- GITHUB
- JIRA/TRELLO
- GITLAB
- EXCEL
- ADOBE PHOTOSHOP

💼 EXPERIENCE

- **FILMIN** MAR 2022 - PRESENT
  -QA SPECIALIST

- **CAP CASC ANTIC** DEC - FEB 2022

  -AUX. ADMINISTRATIVE

📊 SKILLS

-GAME DESIGN THEORY
-DESIGN DOCUMENTATION
-PROTOTYPING
-GAMEPLAY SCRIPTING (C# / C++)
-MANUAL & AUTOMATED TESTING
-CI/CD PIPELINE TESTING
-DATABASES (POSTGRESQL)
-SCRUM METHODOLOGY
-ACCESSIBILITY IN VIDEO GAMES

🈯 LANGUAGES

-ENGLISH (ADVANCED)
-SPANISH (NATIVE)
-CATALAN (NATIVE)
-FRENCH (BASIC)

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in **LinkedIn**   www.megaoski.github.io   ⬤ Github