



OSCAR LARIOS LITE

📞 647 75 51 05

✉ oscar_2596@hotmail.com

<https://megaoski.github.io/>

<https://www.linkedin.com/in/oscar-larios-lite-088270185/>

PROFILE

- Student of [Design and Development of Videogames in Universitat Politècnica de Catalunya\(UPC\)](#)
- Proficient programming in **C/C++** with various games developed as experience
- Experience using scripting language **Lua**
- Experience using **Visual Studio, Github, Trello, Hack'n'Plan**
- Experience using and developing in **Unity, Unreal Engine 4** in addition to **custom engines**(<https://github.com/Broken-Gem-Studio/Broken-Engine>)
- Experience using **Scrum** and working in multidisciplinary teams(Programmers-Artist-Game Designers-Team Leads-Producer)
- Knowledge of **level design**. Worldbuilding(narrative), CCST methodology, player guidance techniques...
- Other tools: **Photoshop, Illustrator, Premiere, Matlab, MySQL, Tableau, Z-Brush, 3DS Max, Word, Excel, PowerPoint...**

EDUCATION

- Bachelor of Science
- Last year student at the university degree of Design and Development of Videogames in Universitat Politècnica de Catalunya(UPC)
- Native level in spanish and catalan
- High level in english
- Basic level in french
- Driving license

WORK EXPERIENCE

- Waiter(2 months)
- Cleaner in Acciona S.A.(2 months)
- Technology after school teacher(1 month)
- Member of a professional choir