OSCAR LARIOS

GAME DESIGNER & DEVELOPER

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📁 EDUCATION

POLYTECHNIC UNIVERSITY OF CATALONIA 2017-2022

B.D. IN DESIGN AND DEVELOPMENT OF VIDEO GAMES

📋 ABOUT ME

Videogame Design and Development student about to graduate. During my degree I have worked on multiple projects and developed various video games both in 2D and 3D.

I am used to working in multidisciplinary teams and familiar with Agile methodologies, especially Scrum in project management matters.
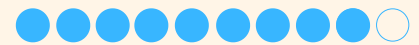
My strengths are both as **Gameplay Programmer** where I can use my experience programming in C ++ / C # to develop my own scripts and features, as well as a **Game Designer** where I can put to work my knowledge acquired in the multiple video games in which I have already worked. Now I see myself prepared to work in the industry and grow as a professional.
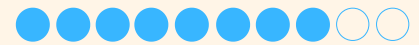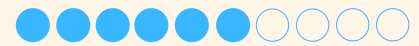
💼 SKILLS

Skill	Level
C++/C#	●●●●●●●●●○
Lua	●●●●●●●○○○○
Unity	●●●●●●●●○○
UE4	●●●●●●●○○○○
Game Design	●●●●●●●●●○
Level Design	●●●●●●●●○○
Scrum	●●●●●●●●●○
Photoshop	●●●●●●●○○○
3DS Max/Maya	●●●●●●○○○○
Office Suite	●●●●●●●●●○

🌐 LANGUAGES

- Spanish - Native
- Catalan - Native
- English - High
- French - Basic