Oscar Knorr

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Designer, Artist and Developer

Personal Profile

I am a multidisciplinary programmer and designer who is capable of achieving varied tasks flexibly, efficiently and collaboratively. I am a skilled technical problem solver, creative, researcher and communicator who can apply these skills both as an individual and alongside a team in order to succeed in reaching ASC business objectives and develop quality training software.

Education and Training

Edith Cowan University, Western Australia 2023-

Bachelor’s degree | Double Major in Games & Interactive Design and Visual Arts

Certificate II in Creative Industries 2022

Mount Lawley SHS WA Graduated with WACE [ATAR 88.1] 2022

White Card Certification 2022

Skills Summary

**Team Communication:**

Throughout my education and creative practices I have often worked alongside a team to achieve our common goals. As an interdisciplinary creative, when working on projects such as a game, I often will be communicating across a matrix of other individuals working in other creative disciplines, due to this I have developed effective skills in this area in order to reach a cohesive end result of a given project and solve problems that may arise between team members.

**Stakeholder Communication:**

As a designer/developer I have skills in user experience, and developing games and projects with a focus on user research and stakeholder requirements. By doing this I have developed the ability to adhere to the insights of stakeholders such as instructors, clients and users/players and empathize effectively with their needs and maintaining quality communication between myself, my team, and stakeholders.

**Coding and Programming Solutions:**

I am familiar with a multitude of coding software such as Unity and Godot game engines, and visual studio code and HTML and CSS languages, which come from my background as a game designer and web designer. Learning to code software has enhanced my problem-solving abilities due to the need to often find functional solutions to technical code problems which arise during development stages.

**3d Modelling Experience:**

Throughout my studies and game projects, I have applied myself to developing 3d modelling skills, this includes drawing on my skills as a visual artist to create renders of high quality and functionality. I am familiar with using Blender and Maya programs for modelling as well as Procreate and Adobe Substance painter for texturing models.

**Graphic Design and UI Skills:**

Drawing from both my visual arts and multimedia design background I have a range of applicable graphic design skills which I am practiced in implementing alongside back end code to create a high quality interface that function according to user and stakeholder needs. I am familiar with using software such as photoshop, illustrator and canva, and have general digital drawing abilities.

**Games in Education Knowledge:**

Throughout my degree I have spent time into researching game’s applications into education and training, mental health and rehabilitation services. Through this I have a well developed knowledge of the systems and processes with which to best effectively use games as training devices. I also have a basic understanding of human and game psychology from my ATAR studies in school.

Experience and Projects

**Portfolio Website Design (2025):**

I used my skills in HTML and CSS, user-experience research, UI and graphic design to create my own portfolio website from scratch in visual studio code. This included back-end code, my own logo design, layouts and colour choices and a project proposal document focused on user insights, content, and wireframing.

**Digital Tank Driving Game (2024):**

I used 3d modelling software to model a tank, and an environment which I exported into a game engine and programmed. In the game the player controls a tank and must navigate an open forest environment to locate stars hidden across the playable area. This project was created in part as an example of what a simple training game might look like.

**Project Top Out Game (2024):**

Project Top Out was a game created my myself and a team of three others each with our own unique roles in the project (I was lead artist). The project was completed in just 4 days as part of a game jam challenge, and our team was in constant communication with one another. By doing so we were able to work effectively and efficiently despite all working on separate elements of the game.

**Isobel’s Island Game (2023):**

I developed this game as a solo project in 2023. This project also involved the creation of a game design document and project portfolio which document and reported the project development process. The game made us of 3d models, where the player simultaneously controls a boat and a lighthouse. The game also made use of a storyboard for its narrative.

Awards

**Showcase in Pixels (2023):**

In 2023 I created an illustration to represent my local community of Bayswater in a statewide competition, my work went on to be selected as the city of Bayswater’s representative as chosen by a panel of judges. Later the work went on to win the overall state selection for its category. The work showcases my graphic design skills when applied to a digital format.

Memberships

**TTECU Guild Club (since 2024):**

I have helped to establish and run a games club of over 100 members as part of my university’s student guild. As a committee member I have gained experience in participating in meetings, organizing events, and communicating with my fellow members online and in person to create a sense of community and promote club activity. This has helped build my interpersonal skills and my ability to stay organized when working in a team environment.