



Óscar Losada Suárez

Game Designer & Developer

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Work Experience

Dec 2017 - Jan 2020

Gameplay and UI Designer & Programmer

Die Gute Fabrik, Copenhagen (Denmark)

Lead design and programming of user interaction, character control, UI and gameplay for [Mutazione](#), focusing on communication with the player and expression of the game's tone and spirit, from prototype to release.

May 2016 - Nov 2017

Gameplay Designer & Programmer

Triband, Copenhagen (Denmark)

Designed and programmed gameplay mechanics from ideation through prototype to final versions for [Keyboard Sports](#) and [What the Golf?](#), feeding back to the original core ideas to develop the games' visions.

Nov 2017 - Jan 2018

Game Development Teaching

Sep 2016 - Jan 2016

ITU & KADK, Copenhagen (Denmark)

Aug 2016

Introduced new MSc students to game design and prototyping, worked as teaching assistant on MSc-level game design course guiding students to find the essence of their game ideas and on BSc-level game prototyping course providing technical support in Unity and C#.

Education

Aug 2015 - Jun 2017

MSc Games

ITU, Copenhagen (Denmark)

Focused on game design and development, AI, PCG and graphics programming. Thesis about [Controlling Hands in VR](#) explored approaches pursuing responsiveness and sense of embodiment with prototypes.

Sep 2010 - Jul 2015

Double Degree in Computer Engineering and Mathematics

UAM, Madrid (Spain)

Intensive 5-year program (72 ECTS/year).

Skills

Game Design

- Adept at expressing and developing a game vision through game mechanics using prototyping as a tool for gameplay design space exploration.
- Adept at conveying kinesthetic experience and digital sensation through expressive game controls ('game feel').
- Experienced in iterative design and development as a way to explore, test and refine ideas and implementations.

Game Development

- Worked with Unity and C# for 5 years (3.5+ years professionally).
- 9 years of programming experience (C, C#, Java, Javascript...)
- Comfortable using graphics tools like Inkscape/Illustrator or Blender to create mockups or placeholder assets to communicate with others or make effective prototypes.
- Capable of working independently in a self-directed manner but also enjoy working in close collaboration within multi-disciplinary teams.

Languages

- Spanish (native)
- English (full professional proficiency, Cambridge C2)
- Danish (elementary proficiency, A2)
- German (intermediate proficiency, Goethe Zertifikat A2 / Goethe Institut Deutsch für Jugendliche B1.2)

Interests

Public Speaking

- Presented "Procedural Hand Animation for VR" (MSc thesis research) at Spilbar 34: Everything is Under Control, May 2017 Copenhagen
- Represented Triband showcasing Keyboard Sports to press and general public at GDC 2017 and PAX West 2017

Volunteer Work

- Conference Assistant (Copenhagen Games Conference 2016/2017)
- Volunteer (Global Game Jam ITU, Copenhagen 2016)
- Summer Camp Caregiver (Prader-Willi Syndrome Foundation, Madrid Aug 2013)

Music & Art

- Trumpet, piano and music theory (Escuela Música Creativa, Madrid 2010-2015)
- Drawing (Academia de Arte El Enclave, Madrid 2012)

Favorite Works

- 2046, Chungkin Express (Wong Kar Wai), Seven Samurai (Akira Kurosawa), Dancer in the Dark (Lars von Trier), Inland Empire (David Lynch)
- Demian (Hermann Hesse), The Teachings of Don Juan (Carlos Castaneda), 1984 (George Orwell), Rayuela (Julio Cortázar), Why I Am Not a Christian (Bertrand Russell), Crime and Punishment (Fyodor Dostoyevsky)
- The Stanley Parable, The Beginner's Guide, Zelda: Breath of the Wild, Gorogoa, Progress to 100, Warhammer, Magic: The Gathering