



Óscar Losada Suárez

Game Designer & Developer

📍 Copenhagen, Denmark

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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 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, Chungking Express (W. Kar-wai), Seven Samurai (A. Kurosawa), Dancer in the Dark (L. von Trier), Inland Empire (D. Lynch), Blade Runner (R. Scott), Westworld (J. Nolan & L. Joy)
- Demian (H. Hesse), The Teachings of Don Juan (C. Castaneda), 1984 (G. Orwell), Rayuela (J. Cortázar), Why I Am Not a Christian (B. Russell), Crime and Punishment (F. Dostoyevsky)
- The Stanley Parable, The Beginner's Guide, Zelda: Breath of the Wild, Gorogoa, Progress to 100, Warhammer, Magic: The Gathering



December 6, 2019

Douglas Wilson
Die Gute Fabrik, Co-Owner
doug@gutefabrik.com

To Whom It May Concern:

I am writing this letter in support of Óscar Losada Suárez, to enthusiastically recommend his employment at Playdead.

I'm co-owner of Die Gute Fabrik, where I helped program, design, and produce our recently released narrative adventure game, Mutazione. I'm also a Lecturer (Assistant Professor) at RMIT University in Melbourne, Australia, where I teach and research game design.

Óscar has been working with us since late 2017, and I have collaborated closely with him throughout his time at Gute Fabrik, especially on Mutazione's gardening feature and all of the game's GUI systems. Even though I work remotely from Australia, Óscar has been delightfully easy to coordinate with. He's focused, organized, and thoughtful. I genuinely enjoy discussing and evaluating design decisions with him on our regular Slack calls.

Most importantly, I want to emphasize how Óscar is able to program, prototype, *and* do game design – all at a very professional level. In my experience in the industry over the last decade, it is extremely rare to find a trained software engineer who can also prepare high quality visual mockups and propose smart solutions to complex design and usability problems. Óscar can “do it all”, which makes him an ideal person for prototyping new features and mechanics, as well as tweaking important gameplay details like game feel.

Just to provide one example: Óscar was instrumental in improving the usability flow for Mutazione's gardening feature. As we approached the final stretch of the project, we were resigned to ship a version that worked well enough, but which was still sometimes confusing to new players. On his own initiative, Óscar dug up some of our initial prototypes from years ago, and used those original brainstormers to propose some possible new hybrid solutions. Óscar iteratively prototyped several of his ideas, and increased the usability of the gardening considerably. I really appreciate his attention to detail, and his ability to distinguish between polish that really matters and extra work that is wasteful.

Óscar was also instrumental in helping us port the game to Apple Arcade. Adapting the game for touch input and small screen sizes was a daunting design challenge, but Óscar was able to successfully spearhead our efforts in figuring out how to adjust and re-design the gameplay and the GUI for different platform constraints.

I sincerely wish we could keep Óscar on board at Gute Fabrik, but because of budget reasons we are downsizing the company to a small crew of only three people. I hugely respect all the detail-oriented design and environment work you do at Playdead, and I think Óscar would be an excellent fit for the advertised Gameplay Designer position.

Please don't hesitate to contact me if you have any questions.

Douglas Wilson

Copenhagen
27 November 2017

Letter of Recommendation

Oscar Manuel Losada Suarez worked at Triband from May 2016 to January 2018 as a programmer and game designer. He started as an intern and switched to full time when he completed his master's degree from ITU in May 2017.

At Triband Oscar worked on *Keyboard Sports - Saving QWERTY* (PC/Mac) and *What The Golf?* (iOS). The focus of both projects is to explore and expand what can be done with gameplay mechanics while being constrained by a strict set of design rules. Oscar worked on both games through all development phases from brainstorming, prototyping, implementation of game mechanics to tweaking of game feel. Both games are developed in Unity.

Oscar is a talented game designer and programmer with a strong focus on game mechanics and game feel. His ideas are always supported by the technical and mathematical knowledge needed to realize those ideas. He is a highly dedicated and responsible game developer who can be trusted to work autonomously towards a shared goal.

Oscar is a great team player, an all-around nice and humorous guy to be around and we believe he would fit right into any team. His people skills have been of great value to Triband when showcasing our games at events in both Europe and the US.

We honestly hate to let him go and congratulate anyone who gets to work with him in future. Please feel free to contact us if you have further questions.



Peter Bruun, CEO Triband



Tim Garbos, CCO Triband