Óscar M. Losada Suárez

Game Developer

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Work Experience

May 2016 - Present	**Gameplay Programmer** *Triband, Copenhagen (Denmark)* Worked on Keyboard Sports using Unity as a programmer (mainly C#). Prototyped gameplay and contributed to its design
Sept. 2016 - Dec. 2016	**Game Design Teacher Assistant** *IT University of Copenhagen (Denmark)* Supervised student projects
Aug. 2016	**MSc Games Introduction Tutor** *IT University of Copenhagen (Denmark)* Designed and conducted introduction days for new students
Jul. 2014 - Sept. 2014	**Banking Analytics Support Intern** *Knowledge Engineering Institute (ADIC-IIC), Madrid (Spain)* Ported features between version of project management tool and programmed user agent parser in C

Education

Aug. 2015 - Jun. 2017	**MSc Games** *IT University of Copenhagen (Denmark)* Focused on AI, PCG and game design and development. Wrote thesis about "Controlling Hands in VR"
Sept. 2010 - Jul. 2015	**Double Degree in Computer Engineering and Mathematics** *Universidad Autónoma de Madrid (Spain)* Intensive 5-year program (72 ECTS/year)

Languages

Spanish
Native

English
Full professional proficiency
Cambridge Certificate of Proficiency in English C2

German
Elementary proficiency
Goethe Zertifikat A2 / Goethe Institut Deutsch für Jugendliche B1.2

Volunteer Work

Conference Assistant
Copenhagen Games Conference 2016 / 2017 (Denmark)

Volunteer
Global Game Jam at IT University of Copenhagen 2016 (Denmark)

Summer Camp Caregiver
Prader-Willi Syndrome Foundation, Aug. 2013, Madrid (Spain)