



Óscar M. Losada Suárez

Game Developer



Copenhagen, Denmark



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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 versions 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)