Óscar M. Losada Suárez
Game Developer & Designer

🏠 Copenhagen, Denmark   ✉ oscarlosu@gmail.com   🌐 _oscarlosu.github.io_

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 Sep 2016 - Jan 2016 Aug 2016	### Game Development Teaching *ITU & KADK, Copenhagen (Denmark)* 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

• Able to express and develop a game vision through game mechanics using prototyping as a tool for gameplay design space exploration.
• Able to convey kinesthetic experience and digital sensation through expressive game controls (*'game feel'*).
• Accustomed to iterative design and development as ways to explore, test and refine ideas and implementations.

Game Development

• Worked professionally with Unity and C# for 3.5+ years and for 5 years in total.
• 9 years of programming experience
• Comfortable using graphics tools like Blender or Inkscape/Illustrator to create mockups or placeholder assets to communicate with others or make effective prototypes.

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

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 Games

• The Stanley Parable, The Beginner's Guide, Zelda: Breath of the Wild, Gorogoa, Progress to 100, Warhammer, Magic: The Gathering.