



# Óscar M. Losada Suárez

## Game Developer



Copenhagen, Denmark



(+45) 42 64 67 30



oscarlosu@gmail.com



[oscarlosu.github.io](https://oscarlosu.github.io)

## 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)*