

Oscar Painvin

Game Designer

Contact

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Skills

- Game Design
- AI Design
- Level Design
- Quest Design
- VR/AR
- UX/UI Design
- VFX
- Steamworks

Programs

- Unreal Engine 4/5
- Unity Engine
- C#/C++
- JavaScript (JS)
- Perforce/GitHub
- Autodesk Maya

Language

- French | Native
- English | Fluent

Hobbies

- Travel
- Climbing
- Rollerblading
- Skiing
- Tennis

Work History

2022-01 -
Current

NOTH

Founder | Game Design Lead

TAGLINE

- Lead in game design, AI, programming, difficulty scaling, level and quest design and UI/UX.
- Setting up an EC2 instance on AWS to host a perforce server enhancing workflow on a UE4 project.
- Designing over 50 unique particle effects with dynamic variables that change based on gameplay.
- Directing launch on Steam and managing Steamworks for achievements, localization and discounts.

The Mufineer

- Winner of 2020 SCAD game jam: "Best Game Design"
- Spearheading the design development of a published Steam game among a group of 10.
- Directing the game and level design, difficulty scaling, and AI.
- Overseeing all UI, integrating music and sound effects.

2020-09 -
2021-10

King Crow Studios

Programmer I

Necroball

- Finalizing the game development before public release.
- Resolving final bugs and implementing Steam achievements utilizing Unity and Steamworks.

US Department of Defense

- Contributing to several confidential projects handling a variety of tasks including, data visualization, UI and tool creation.
- Designing aspects in VR training simulation for the B52 aircraft.

2019-12 -
2020-05

Zoélie

AI Programmer

- Winner of Rookies: "Game of the year - Highly Commended"
- Leading role AI Programmer within a group of 40.
- Implementing the flying, swimming, and basic AI functionality.
- Developing the NPC's interaction in the game through a customized data table.
- Collaborating with animators to facilitate animation graphs.

2019-09 -
2019-12

Fox Sports (SCADpro)

AR Programmer

- Lead in the AR development using UE4 within a team of 15.
- Collaborating project between Fox Sports and SCAD for initial concept of the FIFA Cup 2022 Casters set.
- Programming hand gestures using a Leap Motion Controller.
- Working collaboratively with VFX programmers and art teams to streamline animations and lighting changes.

Education

2020

BFA | ITGM

SCAD

2014

High School | Bac S

LFNY