

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
- Languages
- French | Native

- English | Bilingual
- Hobbies
- Travel

- Climbing

- Skiing

- Tennis

Work History

2024-06 - Current	Unreal/Unity Engine Tutor Freelance • Taught college students Unity and Unreal Engine, Blueprinting, programming, level design, and game theory. • Developed lesson plans and provided project guidance. • Helped troubleshoot and improve student projects.
2022-01 - 2024-03	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. The Mutineer • 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 • 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. • Developing the NPC's interaction in the game through a customized data table.
2019-09 - 2019-12	Fox Sports (SCADpro) AR Programmer • Lead in the AR development using UE4 within a team of 15. • 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 Interactive Design And Game Development Savannah College of Art And Design
2014	French Baccalaureate S Mathematics Option Lycée Français De New York