OSCAR PAINVIN
Game Designer

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Oscarpainvin.com
646-404-3323

EXPERIENCE

NOTH Studio

TAGLINE | Project Lead

Worked on an indie title as a team of 2. Handled the game design and programming of the project which was released through Steam.
(January 2022 - October 2023)

Flower Trip | Tech Lead

Collaborated with a team of 4 to create a video game available on itch.io
(December 2022)

The Mutineer | Tech Lead

Collaborated with a team of 10 to create a video game shipped through Steam. Best design winner in a 2020 game jam.
(June - September 2020)

King Crow | Programmer I

Worked on VR projects for the US Department of Defense.
(September 2020 - October 2021)

Zoelie | AI Programmer

Worked with a team of 40 students on a video game.
Winner of Rookies: "Game of the year - Highly Commended"
(December 2019 - May 2020)

FOX Sports (SCADpro) | AR Programmer

Collaborated with a team of 15 in a AR project between SCAD and FOX Sports. Responsible for AI, UI, and AR programming.
(September - November 2019)

EDUCATION

SCAD | ITGM (BFA)

September 2014 - June 2020

LFNY | Bac S

September 2011 - June 2014

LANGUAGES

FRENCH | NATIVE

ENGLISH | FLUENT

PROGRAMS

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

SKILLS

- Game Design
- Programming
- UX/UI Design
- AI Design
- Level Design
- Quest Design
- VR/AR
- Modeling/Texturing
- Steamworks