

OSCAR
PAINVIN



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EXPERIENCE

Global Routes|Construction

Worked with groups of other students to renovate and build facilities in impoverished communities.
(Summer 2012/2013)

FOX Sports (SCADpro)|AR Programmer

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

Zoelie|AI Programmer

Served with 40 other students on an award winning video game. Winner of Rookies: "Game of the year - Highly Commended".
(January - May 2020)

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

Working on VR projects for the US Department of Defense.
(October 2020 - present)

EDUCATION

SCAD | ITGM (BFA)
September 2014 - June 2020

LFNY | Bac S (BFA)
September 2011 - June 2014

LANGUAGES

FRENCH: NATIVE

ENGLISH: FLUENT

PROGRAMS

- Unreal Engine
- Unity Engine
- C#
- C++
- JavaScript (JS)
- Autodesk Maya
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects

SKILLS

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