

oskar lazár

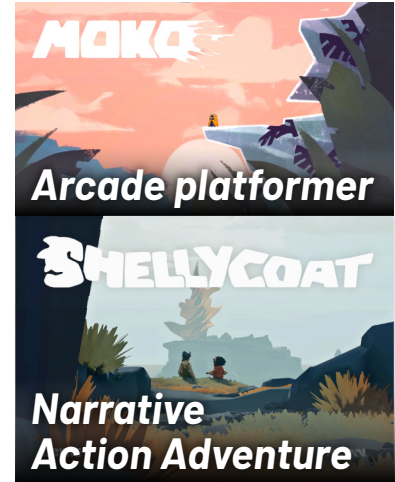
Game System Designer : Programmer

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>portfolio

Hard Skills

Unity & C#	6y
Unreal Engine 5	5y
Design Thinking	10y
UX Design	7y
Python	1y
Lua	2y
Neural Networks	1y
3D Modeling	1y
Procreate	5y
Adobe Suite	8y
Canva Affinity	1y
Web Development	3y
Notion	5y
Atlassian Suite	2y
Miro	5y
Figma	1y
HR	1y
Crowdfunding	2y



10 years of Experiences

<u>Karma Games</u> Berlin	2023 - 2025
• 5 Shipped Board Games • (1 Award Winning)	
<u>DE:HIVE @ HTW Berlin</u> (Bachelor of Arts)	2021 - 2026
• 10 Downloadable Video Games • (1 Award Winning)	
<u>dieGraphische</u> Vienna (A Levels)	2016 - 2021
• Various Graphic Design Projects • 1 Diploma Thesis on Video Games	
Internships:	
• Graphic Designer at Vrenetic, Inc. L.A. • Architecture Office Mark Randel Berlin	

Soft Skills

Social Skills

Ability to Motivate
Cooperativity
Empathy
Intercultural Competence

Implementative Skills

Initiation of Change
Time Management

Personal Skills

Adaptability
Assertiveness
Authenticity
Creativity
Logical Thinking

Spoken Languages

German **excellent**
English **excellent**

Personal Interests

Tabletop Roleplaying Games
Drawing and Sketching
Parkour & Freerunning