

oskar lazár

Game System Designer : Programmer

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>portfolio



Hard Skills

Unity ██████████

Unreal Engine 5 ██████████

Design Thinking ██████████
UX Design ████████

C# ██████████
UE5 Blueprints ██████████
Python ██████
Lua ██████

Neural Networks ██████

Blender ██████
Maya ██████

Procreate ██████████

Adobe PS ██████
Adobe InDesign ██████████
Adobe Illustrator ██████████
Canva Affinity ██████████

CAT tools ██████████
Wordpress ██████████

Notion ██████████
Jira ██████
Trello ██████
Miro ██████
Figma ██████

HR ██████████
Crowdfunding ██████████

Social Skills

Ability to Motivate
Cooperativity
Empathy
Intercultural Competence

Institutions

Karma Games Berlin 2023 - 2025

DE:HIVE @ HTW Berlin 2021 - 2026

dieGraphische Vienna 2016 - 2021

Internships:

- Graphic Designer at Vrenetic, Inc. Los Angeles
- Architecture Office Mark Randel Berlin

Spoken Languages

German excellent
English excellent

Personal Interests

Tabletop Roleplaying Games
Drawing and Sketching
Parkour & Freerunning

Implementative Skills

Initiation of Change
Time Management

Personal Skills

Adaptability
Assertiveness
Authenticity
Creativity
Logical Thinking