oskar lazar

Game Design Student : System Design : Programming

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>portfolio

Award Winning

Karma Games 2023 - 2025

Hard Skills	
Neural Networks	IIII
CAT tools	IIIII
Wordpress	IIIII
Notion	IIIIIIII
Jira	IIII
Trello	III
HR	IIIII
Crowdfunding	IIIII

Game Project Experience

Sorcer.AI	(4 months)
Auto Runner	(1 day)
Untitled Level Design Project	

Heirloom
Ecoria
Clans of Caledonia*: Industria
Thiefdom
Millennia: Tracks of Time
Peninsula

DE:HIVE @ HTW Berlin 2021 – 2026

Hard Skills	
Unity	IIIIIIII
Unreal Engine 5	IIIIIIII
C#	IIIIIII
C++ Blueprints	IIIIIII
Python	III
Procreate	IIIIII
Blender	III
Maya	II

Hypagognia	(3 days)
Shellycoat	(4 months)
Overbloom	(3 weeks)
Plastic	(1 week)
Stonesight	(3 weeks)
Obscrete	(4 months)
Moko*	(10 weeks)

dieGraphische Vienna 2016 – 2021

Hard Skills	
Adobe PS	IIII
Adobe Indesign	IIIIIIII
Adobe Illustrator	IIIIIIII
Canva Affinity	IIII

Internships:

Graphic Designer at Vrenetic, Inc. Los Angeles *(4 weeks)*
Architecture Office Mark Randel Berlin *(2 weeks)*
German Studies Department University Vienna *(1 week)*

Social Skills
Ability to Motivate
Cooperativity
Empathy
Intercultural Competence

Implementative Skills
Initiation of Change
Time Management

Personal Skills
Adaptability
Assertiveness
Authenticity
Creativity
Logical Thinking:

Personal Interests
Tabletop Roleplaying Games
Drawing and Sketching

Spoken Languages
German *excellent*
English *excellent*