oskar lazar

Game System Designer : Programmer

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>portfolio

* *Award Winning*

Institutions	Hard Skills		Game Project Experience	
	Neural Networks	IIII	Sorcer.AI	(4 months)
			Auto Runner	(1 day)
	Design Thinking	IIIIIIII	Monochroma	(3 weeks)
	UX Design	IIIII	Chromatic Shift	(6 days)
			Paris 1788	(3 days)
Karma Games 2023 - 2025	Lua	III	Heirloom	
			Ecoria	
	CAT tools	IIIII	Clans of Caledonia*****: Industria	
	Wordpress	IIIII	Thiefdom	
			Millennia: Tracks of Time	
	Notion	IIIIIIII	Peninsula	
	Jira	IIII		
	Trello	III		
	HR	IIIII		
	Crowdfunding	IIIII		
DE:HIVE @ HTW Berlin 2021 - 2026	Unity	IIIIIIIII	Hypagognia	(3 days)
	Unreal Engine 5	IIIIIIIII	Shellycoat	(4 months)
			Overbloom	(3 weeks)
	C#	IIIIIII	Plastic	(1 week)
	C++ Blueprints	IIIIIII	Stonesight	(3 weeks)
	Python	III	Obscrete	(4 months)
			Moko*****	(10 weeks)
	Procreate	IIIIII		
	Blender	III		
	Maya	II		

dieGraphische Vienna 2016 – 2021	Adobe PS	IIII	**Internships:**	
	Adobe Indesign	IIIIIIII	Graphic Designer at Vrenetic, Inc. Los Angeles	(4 weeks)
	Adobe Illustrator	IIIIIIII	Architecture Office Mark Randel Berlin	(2 weeks)
	Canva Affinity	IIII	German Studies Dep. 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
Parkour & Freerunning

Spoken Languages
German   excellent
English   excellent