

Oscar Maris

Game & Level Designer

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Portfolio:

<https://www.oscarmaris.com/>

PROFESSIONAL EXPERIENCE

Sharkmob, Malmö – Junior Game Designer

2019 - Present

Currently working on a "Vampire: the Masquerade" title at Sharkmob.

EDUCATION

The Game Assembly, Malmö – Level Design

2017 - 2019

Graduated level design at TGA (Higher Vocational Education).

- Practical application and theory in level design.
- Developed eight video games in teams of up to sixteen people.

Linnaeus University, Växjö – Software Technology

2015 - 2017

Studied software technology for two years. (University Education)

- Programming, mathematics, logic and agile development theory.

LBS Kreativa Gymnasiet, Lund – Technology Program

2012 - 2015

Graduated the technology program at LBS Lund. (Upper Secondary High School)

OTHER CREDENTIALS

GameOverHate, Vienna

2016

Bootcamp on diversity in gaming, media and culture.

Sverok, Malmö

2014 - 2015

Board member overseeing the development of gaming communities in Skåne.

La Source, Ystad

2012 - 2013

Board member for the EU LEADER project: Developing youth culture in the rural areas of southern Sweden.

SKILLS

Game design

Level design

3Cs

Enemy and combat design

Agile development processes

Architecture theory

Academic writing

UE4 blueprints

Scripting C#

Excel

LANGUAGES

English,

Swedish