Oscar Wirz - QA/Writer

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PROJECTS

Level Designer/QA - Futuregames, Q2 2017
Hook and Throw

Worked to design and create levels for a co-op game alongside a team of graphical artists and programmers. I was responsible for the general layout and the environmental design as well as the puzzles and challenges within. I was also performing testing on all aspects of the game and provided and gathered feedback on nearly all game elements.

Level Designer/Gameplay Scripter/QA - Futuregames, Q1 2017
SecTech Employment Trials

During my work on this project, I was primarily responsible for the design of the puzzles and encounters in the game. Most notably, I created a system to implement a procedural puzzle generation system. I also aided in other system programming and more prominently was responsible for testing of gameplay and difficulty.

Gameplay Scripter/QA - Futuregames, Q3 2016
Moo-ve It!

Assisted in the programming of core features, as well as initial prototyping and design. Later stages of the project saw me shifting into a playtesting role where I performed multiple daily tests to ensure proper implementation, game balance and feedback. I worked closely with both graphical artists and designers to communicate feedback and test solutions.

Gameplay Scripter/System Design/Writer - Personal Project, Q4 2016 - Ongoing
Personal Project

I have worked on an ongoing project in Unreal Engine where I attempt to create a text-based RPG. Notable design forays and work include developing an internal hierarchy in preparation for content implementation and presentation, most prominently written story content. Additional exploratory design has been made on balancing, reward structures, and system design.

Gameplay Scripter/Lead Designer - Klara Södra, Q1 - Q2 2016
Funky Witch

Worked alongside two others in Unreal Engine to create a side-scrolling arcade game. I was among other things responsible for the overall design vision and execution, including designing and programming the game's core features as well as being responsible for implementation of assets and mechanics. I was also responsible for the creation of sound assets and the game pitch.

EDUCATION

Game Design, Futuregames, Stockholm, 2016-Ongoing

2 year long vocational education with courses held by industry veterans, including but not limited to DICE, Paradox and King. I have participated in three major game projects as well as several minor design assignments and group activities and game jams.

Game Design, Klara Södra Gymnasium, Stockholm, 2013-2016

Three year long high school education during which I studied game design and participated in a number of student projects. Extracurricular courses in Mathematics and English. Examples of courses include: Digital Creativity, Web Development, Programming, Game Design and Computer Science.

TOOL PROFICIENCIES

- Gamemaker
- Scrum
- Unreal Engine 4
- Unity
- Visual Studio
- Microsoft Office
- JIRA
- Programming Languages
  - C++ - Basic knowledge
  - JavaScript - Basic Knowledge
  - HTML5/CSS - Basic Knowledge

LANGUAGE PROFICIENCIES

- Swedish - Native language, fluent.
- English - Fluent at a C2 level with a CAE Certificate.

OTHER COMPETENCES (Selection)

- Organizer and second-in-command of a large online game community in Guild Wars 2 consisting of hundreds of members.
- Participated and given feedback in over a dozen beta tests. E.g Guild Wars 2, Cities: Skylines, Stellaris, Overwatch among others.
- Written and hosted several roleplaying campaigns.
- Currently self-publishing a web based fantasy novel.
- Produced online courses and translation as commision based work.
- Worked in a great number of group projects with a great variety in competence, size and goals.
- Board Member of an amateur orchestra.