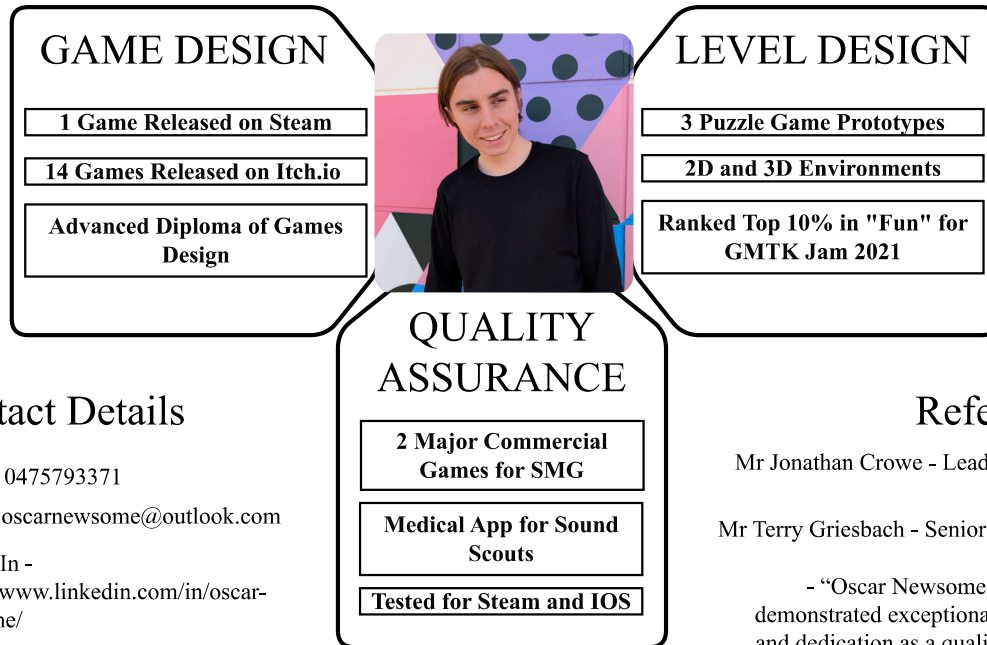


OSCAR NEWSOME

JUNIOR GAMES DESIGNER



Contact Details

Phone - 0475793371
Email - oscarnewsome@outlook.com
Linked In - <https://www.linkedin.com/in/oscarnewsome/>
Portfolio - <https://oscarnewsome6.wixsite.com/portfolio>

References

Mr Jonathan Crowe - Lead QA at SMG Studio
Mr Terry Griesbach - Senior QA at SMG Studio
- "Oscar Newsome consistently demonstrated exceptional motivation and dedication as a quality assurance video game tester at SMG Studio."
Inquire by email for reference contact details

EMPLOYMENT HISTORY

Junior Quality Assurance Tester at SMG

- Projects:
- . Project Koala (TBA)
 - . RISK: Global Domination
- Skills used:
- . Working under NDA
 - . Logging bug tickets
 - . Running bug triage meetings
 - . Updating documents with test findings
 - . Following structured playtesting methods
 - . Approving pull requests
 - . Performing competitor analysis on competing titles

Quality Assurance Tester at Sound Scouts

- Skills used:
- . Gave important UX feedback
 - . Documenting bugs
 - . Considering game design in the medical industry

QUALIFICATIONS

Advanced Diploma of Games Design

- Including:
- . Diploma of Screen and Media
 - . Diploma of Visual Arts
- Skills used:
- . Developing digital prototypes
 - . Creating pen-and-paper prototypes
 - . Designing original levels for existing projects
 - . Pitching game concepts aimed at specific target markets and personas
 - . Various game development documentation (GDD, TDD, Art Bible, etc).
 - . Audio design
 - . Music composition
 - . UX design
 - . Economy design/balancing
 - . Systems design
 - . Puzzle design
 - . Narrative design

PROFICIENCIES

Core Skills

- . Unity and C# - 4 years experience
- . Gamemaker Studio 2 - 5 years experience
- . Github - 2 years experience
- . Jira/Atlassian Suite - 6 months paid professional experience

Also Proficient In:

- . Machinations
- . Figma
- . HacknPlan
- . FMod
- . Google Suite
- . Microsoft Suite