



Oskar O.K. Strom

thinkoskar.com | okiokipanic@gmail.com | +1-434-249-8435

Work Experience

NeuroScouting LLC - Cambridge, MA

Motion Graphics/UI Artist (August 2016 - April 2017)

Created in-game menus, icons, animations, etc. for games used in training and scouting for professional baseball. Content was developed for PC, iPad, and VR platforms (Oculus and HTC Vive).

Northeastern University Game Studio - Boston, MA

Game Designer & Artist (January 2015 - July 2016)

Created artwork and contributed to the design of two educational games: TinySea, an aquaculture simulation game developed for the Northeastern University Marine Science Center, and GrACE, a procedurally generated puzzle game used to teach the computer science concept of minimum spanning trees to grade school students.

iRobot Corporation - Bedford, MA

Creative Services Co-Op (January 2014 - July 2014)

Worked closely with the creative team and STEM outreach program to create animated banner ads, detailed technical line drawings of products, and various print media for magazines, billboards, packaging, and other promotional materials.

Skills

Software - Photoshop, Illustrator, After Effects, Premiere, Dreamweaver, Flash, InDesign, Maya, Aseprite, Git/Github, JIRA

Languages - HTML/CSS, ActionScript, Haxe, Python

Engines - Unity, HaxeFlixel, GameMaker, Ren'Py

Other - HTC Vive, Oculus Rift

Education

Northeastern University - Boston, MA

Bachelor of Fine Arts in Digital Art & Game Design (May 2016)

Treasurer of Northeastern University Game Development Club
Founding member and treasurer of N.U. Tabletop Roleplaying Society