



Oskar O.K. Strom

Digital Artist & Game Designer | JellyTeam | thinkoskar.com | okiokipanic@gmail.com

MAJOR GAME RELEASES

Super Slime Arena (スーパースライムアリーナ)

Co-Designer, Solo Artist - Released 1/23/2018 for PC on Steam/itch.io/Humble

The world's premiere 16-bit style, one-hit KO, use-any-controller, slime party-fighting game!

Exhibited with Indie MEGABOOTH at GDC 2017, PAX West 2017 & PAX East 2018, BitSummit Kyoto 2018 Showcase, Otakon 2017 Fan's Choice Award, GamePedia PAX Pick, Play NYC 2017 Showcase, Boston Festival of Indie Games 2017 Best Multiplayer

EXPERIENCE

JellyTeam L.L.C. - Washington, USA

Co-Founder, Game Designer, Lead Artist & Animator (July 2017 - Present)

Co-founded an independent game studio focused on developing games for PC and consoles. Our first release is Super Slime Arena. I work in game design, art production, and management.

NeuroScouting LLC - Cambridge, MA

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

Created a variety of user interfaces, icons, 3D models, and animations for simulation games used in training and scouting in professional baseball for PC, iPad, and VR platforms (Vive and Oculus).

Northeastern University Game Studio - Boston, MA

Game Designer & Artist (January 2015 - July 2016)

Created artwork and contributed to the design of two educational games called TinySea and GrACE in collaboration with Northeastern University professors and the Marine Science Center.

iRobot Corporation - Bedford, MA

Creative Services Team Member (January 2014 - July 2014)

Created animations, technical line drawings, 3D renders, promotional items, and print media for magazines, billboards, packaging, and manuals for Roomba, Braava, and military robots.

SKILLS

Software - Photoshop, Illustrator, After Effects, Premiere, Aseprite, Maya, Blender, Rhino 3D, Dreamweaver, Git/Github, JIRA, Trello, Google Suite, Slack

Languages - HTML/CSS, ActionScript, Haxe, Python, English (Native), Japanese (Beginner)

Engines/Platforms - Unity, HaxeFlixel, Ren'Py, HTC Vive, Oculus Rift, Windows/Mac/Linux

EDUCATION

Northeastern University - Boston, MA

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

Treasurer of Northeastern University Game Development Club (NUGDC)

Founding Member and Treasurer of N. U. Tabletop Roleplaying Society (NUTRS)

Global Game Jam participant 2014, 2015, 2016 + many other local game jams.