



Oskar O.K. Strom

Digital Artist & Game Designer | www.thinkoskar.com | oskar@thinkoskar.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, Coming soon to Switch/PS4/XBO

The world's premiere 16-bit style, one-hit KO, use-any-controller, slime party-fighting game!
Complete development cycle from concept to release on multiple platforms in 10 languages.

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

WORK EXPERIENCE

JellyTeam L.L.C. - Seattle, WA

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.

Storm Flag Games Inc. - Boston, MA

Contract Artist & UI/UX Designer (March 2018 - May 2018)

Created background artwork, UI, and tutorial animations for mobile and web-based games.

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 security robots.

SKILLS

Software - Photoshop, Illustrator, After Effects, Maya, Blender, Git/Github, JIRA, Microsoft Office, etc.

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

Engines/Platforms - Unity, HaxeFlixel, Nintendo Switch, 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)

Co-founder and Treasurer of Northeastern University Tabletop Roleplaying Society (NUTRS)

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