## **OSWALD PFEIFFER**

Senior Game Developer

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Online portfolio: <a href="http://oswaldpfeiffer.xyz">http://oswaldpfeiffer.xyz</a>

INFO
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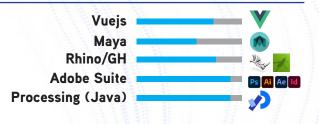


## PROFESSIONAL EXPERIENCE

2022 - today	INSTANT CLICK [VOODOO internal studio] employee (2 years)  LEAD DEVELOPER   hybrid/hyper casual mobile game development
	<ul> <li>Team management (2 dev / 2 artists) / technical problem solving / game optimization / QA testing</li> <li>Game development (Unity, KPI-driven development)</li> </ul>
	- Game design and ideation, game balancing
	<ul> <li>SDK integration, shipping (Android / iOS), A/B testing, monetization</li> <li>Ads video making (trends analysis, game capture, video editing)</li> </ul>
	- Al-assisted game assets generation (sprites, textures, narratives, dialogs) and development.
2021 - 2022	FREELANCE (1 year)
	- Clients : Voodoo Games (Hyper casual game prototypes), Xtreee (Web tool for 3D concrete printing service)
	- Entrepreneurship: V-Art (NFT virtual art gallery web application), My Warrior (NFT video game).
2017 - 2021	BWEEZ employee (5 years)
	DEVELOPER / MANAGER   VR / serious games / mobile apps development - Coding (Unity, Unreal Engine, ThreeJS/VueJS), game design, UI/UX design, 3D modelling, texturing, lighting/rendering, optimization, deployement. Clients: L'Oréal, LVMH, Pernod Ricard Mobile, responsive and multi-devices oriented projects, with networking features Team management (3 dev / 2 artists)
2016	HAL Robotics trainee (6 months)  Development of an API and e-commerce website in C#/ASP.NET.
2013-2014	EZCT Architecture & Design Research trainee (1 year)
	Various architectural research projects focused on virtual simulations and digital fabrication.
STUDIES	
2011-2016	Master degree in Architecture, ENSA Paris Malaquais / Digital Knowledge, with mention.  Graduate project: development of a VR multiplayer sandbox game for architectural conception in Unity
2010-2011	Preparatory class for the art schools EAP prépaseine
2008	Bac STI Civil Engineering with mention
LANGUAGES	
	fluent native
COETWADES	

## **SOFTWARES**





## **TEACHING & PUBLICATIONS**

Prime teacher, Design Modelling Symposium at Versailles 2 days workshop with Unreal Engine "Virtual Immersive Architecture"
Prime teacher, Advances in Architectural Geometry Symposium at Zurich
2 days workshop with Unity "Multi-User cobotics simulation in VR"
Misc. teaching
Two semesters class and several one week workshops based on programmation with Processing/ Unity/Unreal Engine, virtual reality and digital fabrication.

- Electronic music producer
- Passion for cooking
- Boxing