

OSWALD PFEIFFER

Senior Game Developer



Online portfolio: <http://oswaldpfeiffer.xyz>

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

- Team management (2 dev / 2 artists) / technical problem solving / game optimization / QA testing
- Game development (Unity, KPI-driven development)
- Game design and ideation, game balancing
- SDK integration, shipping (Android / iOS), A/B testing, monetization
- Ads video making (trends analysis, game capture, video editing)
- AI-assisted game assets generation (sprites, textures, narratives, dialogs...) and development.

2021 - 2022

FREELANCE (1 year)

- **Clients** : Voodoo Games (Hyper casual game prototypes), Xtrees (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, deployment. 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

SOFTWARES



TEACHING & PUBLICATIONS

2017

Prime teacher, Design Modelling Symposium at Versailles

2 days workshop with Unreal Engine "Virtual Immersive Architecture"

2016

Prime teacher, Advances in Architectural Geometry Symposium at Zurich

2 days workshop with Unity "Multi-User cobotics simulation in VR"

2014-2018

Misc. teaching

Two semesters class and several one week workshops based on programming with Processing/Unity/Unreal Engine, virtual reality and digital fabrication.

MISC

- Electronic music producer
- Passion for cooking
- Boxing