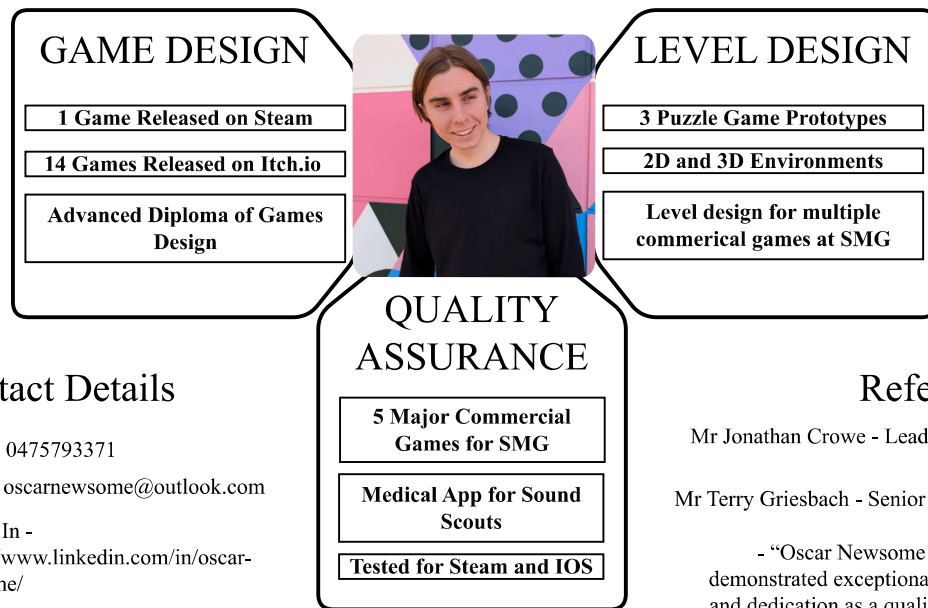


# OSCAR NEWSOME

## JUNIOR GAMES DESIGNER



### Contact Details

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Email - oscarnewsome@outlook.com  
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Portfolio - <https://www.oscar-newsome.com/>

### References

Mr Jonathan Crowe - Lead QA at SMG Studio  
Mr Terry Griesbach - Senior QA at SMG Studio  
- "Oscar Newsome consistently demonstrated exceptional motivation and dedication as a quality assurance video game tester at SMG Studio."  
Inquire by email for reference contact details

## EMPLOYMENT HISTORY

### Quality Assurance Tester at SMG

#### QA testing:

- . LEGO® Party!
- . SPiNG
- . No Way Home
- . Death Squared
- . OTTTD
- . Thumb Drift
- . One More Line
- . Chicktionary
- . Unnanounced mobile game

#### Level design:

- . RISK: Global Domination
- . Death Squared
- . Unnanounced mobile game

#### Skills used:

- . Working under NDA
- . Running bug triage meetings
- . Developing detailed testing documentation
- . Following structured playtesting methods
- . Utilising existing game mechanics in innovative ways
- . Providing UX analysis and feedback

## QUALIFICATIONS

### Advanced Diploma of Games Design

#### Including:

- . Diploma of Screen and Media
- . Diploma of Visual Arts

#### Skills used:

- . Developing digital prototypes
- . Creating pen-and-paper prototypes
- . Designing original levels for existing projects
- . Pitching game concepts aimed at specific target markets and personas
- . Various game development documentation (GDD, TDD, Art Bible, etc).
- . Audio design
- . Music composition
- . UX design
- . Economy design/balancing
- . Systems design
- . Puzzle design
- . Narrative design

## PROFICIENCIES

### Core "Hard" Skills

- . Unity and C#: 5 years experience
- . Gamemaker Studio 2: 6 years experience
- . Github: 3 years experience
- . Jira/Atlassian Suite: 1 year experience

### Also Proficient In:

- . Machinations
- . Figma
- . HacknPlan
- . FMod
- . Google Suite
- . Microsoft Suite