

Oscar Mailman

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[Portfolio Website](#) | [LinkedIn](#) | [Itch.io](#)

Education

Carnegie Mellon University

Masters in Entertainment Technology

Expected Graduation April 2027

University of Pittsburgh

Major: Digital Narrative and Interactive Design | Minor: Film and Media Studies | GPA: 3.7

Certificate in Public and Professional Writing

Graduated April 2025

Projects

The Monster Cage, VR comedy game

September-October 2025

Game Designer, Producer, & Sound Designer

- Designed a Shark-Tank inspired game show in VR
- Wrote interesting dialogue to develop multiple characters in a short time frame
- Playtested using Naive Guests using Indirect Control methods
- Acted as producer for a team of 5 talented developers to streamline task management

An Eye For Infection, horror game

September 2025

Game Designer & Producer

- Designed a system in Unity using physical tools with sensors attached to simulate performing an eye exam
- Created interesting moral choice scenarios to challenge the player both mechanically and emotionally
- Organized a team of 6 to meet deadlines under a strict 2 week schedule

Starship Nebula, action roguelike

May 2025- Present

Game Designer, Producer, & Programmer

- Created a fast-paced action roguelike with dozens of upgrades and multiple playable characters
- Conducted several rounds of playtests to receive and implement feedback from players

Quartermaster, roleplaying game

January 2025- May 2025

Junior Game Designer

- Contributed to designing a unique, 20+ player roleplaying game designed as an icebreaker for new classes
- Ensured gameplay was simple enough that many players could learn it quickly, but had enough strategic depth for interesting gameplay and roleplaying opportunities

Private Collection, escape room/puzzle game

October 2024

Game Designer & Producer

- Created for Pitt's 2024 Games 4 Social Impact Game Jam in 28 hours
- Designed puzzles and gameplay
- Organized a team of 5 artists and programmers to complete the game within one day.
- Awarded Jammers Choice Award for achieving the highest average review score from participants

Purging Blade, action-adventure video game

June 2024- August 2024

Game Designer & Producer

- Part of IndieCade's 2024 Climate Jam to raise awareness about global warming and the environment
- Managed team of 11 programmers, artists, music producers, gameplay designers, and UI/UX designers
- Designed levels, implemented gameplay mechanics
- Presented our work in front of established climate experts to receive feedback

Memoriam, psychological horror video game

October 2023- January 2025

Game Designer & Producer

- Originally created for Pitt's 2023 Games 4 Social Impact Game Jam in 28 hours by a team of 5
- Subsequently expanded upon by a larger team
- Presented at several showcases to display our work
- Organized team throughout several years of development

Kichwa Cultural Preservation & Research Project Video Game

January 2023- December 2023

Narrative Lead

- Interpreted nearly forgotten stories and myths from Ecuador into a video game format to revitalize cultural interest in the Kichwa heritage
- Communicated with non-profit groups in Ecuador to faithfully recreate their stories in an updated format
- Created scenarios that would explore the rich heritage of Kichwa culture

Work Experience

University of Pittsburgh - Pittsburgh, PA

January 2025- May 2025

Game Design Intern

- Worked under Professor Zachary Horton to develop a unique large-scale roleplaying game
- Designed systems that would allow large groups of players to pick up the game quickly.

IndieCade - Virtual

June 2024- August 2024

Game Design Intern

- Lead a team of 11 to create a game with the intent to promote global warming awareness and prevention
- Created the story and dialogue, developed significant portions of the game in Unity, presented our progress live to climate experts

Mega Cat Studios - Pittsburgh, PA

Jan 2022- July 2022

Digital Marketing and Social Media Intern

- Wrote and published articles under strict deadlines supporting the release of Mega Cat's *WrestleQuest* and *World Champion Boxing Manager 2* releases

Awards

Jammer's Choice Award- Games 4 Social Impact Game Jam, for *Memoriam* (2023) and *Private Collection* (2024)

Best in Show, Technical- Digital Media and Design Showcase 2024, for *Memoriam* (2023)

Unleashed Wonder Grant 2024- The Center for Creativity at the University of Pittsburgh, for *Memoriam* (2023)

Horror Genre as Social Force Scholarship 2023- for *Memoriam* (2023)