

Owen HELLUM

Contact

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Game Projects

[Souperhero: An UnBOWLievable Tale](#) - GAMERella Global Game Jam
[Squash Inc. iSim](#) - Web game
[Arbitrium South](#) - 2D pixel text adventure game (alpha)
[Lost In Telegraphy](#) - 2D pixel research game
[The Time Conundrum](#) - 2D pixel platformer game
[Get Home](#) - 3D environment
[Code Quest](#) - 2D pixel RPG

Other Projects

[sitelen sike](#) - Toki Pona writing system
[Image To Audio Generator](#) - Multimedia web experiment
[Arbitrium South Prototype](#) - 2D pixel text adventure game (web)
[Other small works](#) - Miscellaneous web projects
[Subway Animation](#) - 3D environment and animation

Interests

Game design
Web design
Film
Theatre
Animation
Photography

Software

Unity (2D and 3D)
Web languages (HTML, CSS, & JS)
Blender
Adobe Illustrator
Java languages (Java & C#)

Education

Bachelor of Computer Science
Concordia University
Computer Applications - Computation Arts Major program
Co-op program
2019 to present

Ontario High School Diploma
Bowmanville High School
French Immersion Program
Advanced Placement Math
2015 to 2019

Organizations & Experience

Concordia Undergraduate Student Research Award (CUSRA)
Undergraduate Researcher at [Health-X Lab](#) (co-op placement)
VR neurosurgery planning system design, testing, and paper writing
May 2021 to August 2021

[LaMira Rose Theatre Collective](#)
Actor, 2021 production of "Blank Canvas"
Actor, 2019 production of "Concealer"
2019 to present

[Technoculture Arts and Games Institute \(TAG\)](#)
Undergraduate Member
2021 to present

[Autodidacts Concordia Theatre \(ACT\)](#)
Actor, 2021 production of "The Red Line"
2019 to 2021

[Artist Statement](#)

[Resume PDF](#)