**Owen Hellum**

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**Software**

Unity, Blender, Adobe suite, GitHub, Substance Painter, Microsoft Office, Trello

**Skills and Qualifications**

* Extensive knowledge and use of Unity (2D and 3D) and C#
* Blender 3D modeling, lighting, texturing, rigging, animating, and rendering
* C++, Java, and JavaScript development experience
* Asset management and source control
* Proficiency with the Adobe suite (Illustrator, Photoshop, InDesign, Premiere Pro)
* Knowledgeable with the Microsoft Office suite (Word, Excel, PowerPoint, etc.)
* Native English speaker with fluent French professional capacity

**Education**

**Bachelor of Computer Science**

*Computer Applications / Computation Arts Major* - *Concordia University* (2019 - present) (CGPA 3.47)

**Ontario Secondary School Diploma**

*Bowmanville High School* (2015 - 2019)

**Experience**

**GAMERella** (November 2023, November 2022)

*Mentor/Organizer*

* Organized team-making session
* Provided guidance and experience to first-time game jammers
* Coordinated opening and closing ceremonies
* Ran preliminary workshops
* Facilitated access to game making opportunities for marginalized individuals

**Technoculture, Arts and Games Lab (TAG)** (November 2022 - present)

*Undergraduate Student Representative (volunteer)*

* Organize student meetings
* Welcome new members to the lab
* Run in-lab club events and meetings
* Provide resources and advocacy for student members

**Milieux “The Commons” Expo** (September 2023)

*Project Presenter (Activating Games: Hosted Gaming Sessions – UNDERSCORE)*

* Submitted and was accepted to demonstrate my work in the 2023 Milieux Institute Expo
* Hosted live-play sessions of a developed game, “UNDERSCORE”
* Contributed to discussion regarding the event’s theme, programming, and artists’ works

**Health-X Lab** (May – August 2023, May – August 2022, May – August 2021)

*Research Assistant, Concordia Undergraduate Student Research Award (CUSRA) recipient*

* Developed Virtual Reality systems in Unity for neurosurgical planning and education
* Wrote, edited, submitted, and published academic papers for research studies
* Developed and tested novel techniques for User Experience design in Virtual Reality
* Self-motivated and organized under the guidance of a supervisor
* Succeeded in filing a patent for a system developed

**Projects**

**Indie Tools Programmer** on **Descant Dialogue Manager** ([github.com/owmacohe/Descant](https://github.com/owmacohe/Descant))

*Unity, C#* (September 2023 – ongoing)

* Undertook market surveys and intensive pre-production planning
* Developed an add-on Unity Package for editing, saving, and running game dialogue
* Expanded upon the project with and innovative component-based framework
* Experimented with and developed in an academic context

**Indie Developer** on **My Friend Aki** ([myfriendaki.com](https://myfriendaki.com))

*Unity (3D), Blender, C#, NiEngine, Trello* (May 2023 – ongoing)

* Implemented environmental puzzle design
* Edited and added to pre-existing game engine design
* Wrote code for system events, user interaction, menus, etc.
* Modelled, textured, rigged, and implemented various 3D assets
* Managed project resources, production schedules, and publication pipelines
* Undertook extensive playtesting and user experience feedback

**Indie Developer** on **UNDERSCORE** ([omch.itch.io/underscore](https://omch.itch.io/underscore))

*Unity (3D), Blender, C#* (March 2023 – September 2023)

* Designed and implemented a quick and intuitive dialogue system
* Experimented with novel narrative game choices and design
* Modelled, textured, rigged, and implemented various 3D assets
* Wrote and analyzed extensive narrative dialogue

**Indie Developer** on **Last Breath of a New Empire** ([omch.itch.io/last-breath](https://omch.itch.io/last-breath))

*Unity (3D), C#* (2022)

* Wrote code for novel narrative system and advancement metrics
* Designed generative game map
* Wrote dialogue and branching narratives

**Interests**

Game design, Computation arts, Animation, Games research, Web design, Film, Graphic design, Human-Computer Interaction, Theatre, Photography