

# Grant Olson

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## SKILLS

•Photoshop	•Blender	•Unreal	•Swift	•CSS
•Illustrator	•Ableton Live	•HLSL	•Bash	•MySQL
•Procreate	•Chuck	•C#	•JavaScript	•SQL
•Maya	•Unity	•Python	•HTML	•WordPress

## EDUCATION

**Boise State University, Boise, Idaho**

Expected May 2025

*Bachelor of Science | Games, Interactive Media, and Mobile*

## PROJECTS

### Entangled Interactive Comic

Spring 2023

#### *Contributions*

- Developed and implemented sound assets
- Animated character sprites for arcade game section
- Programmed arcade gameplay (Fisher-Yates algorithm), scene transitions, credit scroll, camera movement, and UI animations, and built interactive comic panel mechanics
- Wrote an allegory exploring quantum entanglement through the lens of soulmates

### VR Phobia Exposure Therapy

Fall 2023

#### *Contributions*

- Designed and implemented sound assets
- Refined UI/UX, finalized UI transitions
- Edited 360° video using After Effects for immersive phobia scenarios
- Programmed VR controller interactions for scene transitions

### Tx 2 Day - Therapist Paperwork Automation

Spring 2024

#### *Personal Project*

- Developed Model-View framework to interface with a patient database
- Designed and linked SQL tables for efficient data retrieval and placement
- Encrypted sensitive information and implemented SQL injection protection
- Built RESTful API with Node.js to handle CRUD operations

### The Talking Stick Unreal Horror Game

Fall 2024 - Present

#### *Contributions*

- Modeled and animated monster asset
- Developed environmental, interactive, and character 3D assets
- Produced soundtrack and footstep sound design

## RELATED EXPERIENCE

**Peer Mentor, Boise State University GIMM Lab**

Fall 2023

- Supervised lab hours, assisted underclassmen, and provided guidance on concepts beyond schoolwork