

Owen Hellum

omch.tech • omch@protonmail.com • omch.itch.io • linkedin.com/in/owen-hellum • github.com/owmacohe

Software

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

Skills and Qualifications

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- 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
 - Frontend website design
 - Native English speaker with fluent French professional capacity

Education

Bachelor of Computer Science

Computer Applications / Computation Arts Major - Concordia University (September 2019 - May 2024) (CGPA 3.51)

Ontario Secondary School Diploma

Bowmanville High School (2015 - 2019)

Experience

Technical Lead, Production Manager, and 3D Artist on My Friend Aki (myfriendaki.com)

Unity (3D), Blender, C#, NiEngine, Trello (May 2023 - November 2023)

A first-person 3D mall exploration and puzzle solving game with a good dose of story and horror. Over the game's 6 month development, I acted as production manager, programming and puzzle implementation lead, and 3D modeller alongside my other team members. I worked using the NiEngine state engine to implement virtually all interactions within the game, from menu screens, to puzzles, and even for the credits. I also put the game's website together.

Mentor and Organizer at GAMERella (gamerella.ca)

(November 2023 and November 2022)

- Both organized and mentored for this year's GAMERella game jam
- Helped to set up, run workshops, and mentor for game jam participants
- Coordinated opening and closing ceremonies
- Facilitated access to game making opportunities for marginalized people
- Personally ran a Game Jam 101 workshop and an Itch.io workshop for the event, as well as last-year's team-making workshop

Research Assistant and Research Award (CUSRA) recipient at Health-X Lab (healthx-lab.ca)

(May - August 2023, May - August 2022, and May - August 2021)

- 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

Tools Programmer on Descant Dialogue Manager (github.com/owmacohe/descant)

Unity, C# (September 2023 - present)

Descant is a Unity dialogue system plugin. It aims to hit the sweet spot between quality UI, powerful features, and easy-to-learn functionality, while also adding optional 'dialogue enhancements' that introduce features to break away from underwhelming trends seen in many interactive fiction games. These node enhancements act similar to Unity's standard GameObject Component system.

Indie Developer on UNDERSCORE (omch.itch.io/underscore)

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

An experimental narrative game project that utilizes environmental exploration, advanced non-linear dialogue, and multimedia to reflect on ideas of both alienation and kinship. Through engagement with many entities across three different acts, the player has the chance to explore concepts of shared suffering, understanding, and joy. I designed and implemented a quick and intuitive dialogue system, experimented with novel narrative game choices and design, and wrote extensive game dialogue.

Indie Developer on Cultus Dextra (omch.itch.io/cultus-dextra)

Unity (2D), C# (2022)

A resource-management game about culling the weak from your fanatical cult, with inspirations taken from roguelikes and rhythm games. Through story exposition, haunting graphics, and simple mechanics, the game aims to deliver visceral moments, tension, and damned-if-you-do damned-if-you-don't gameplay. I wrote code for game mechanics, logic, and point collection, as well as designed scene layouts, transitions, and narrative flow.

Indie Developer on Last Breath of a New Empire (omch.itch.io/last-breath)

Unity (3D), C# (2022)

A short, narrative-focused resource-management game inspired by Real-Time Strategy (RTS) classics such as Stellaris or Age of Empires. Traditional RTS games focus so heavily on gameplay that story is often left behind, and Last Breath Of A New Empire attempts to flip that script.

Interests

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