

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 Program - Concordia University (2019 - present) (CGPA 3.44)

Ontario Secondary School Diploma

Bowmanville High School (2015 - 2019)

Experience

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

GAMERella 2022 (November 2022)

Mentor/Organizer

- Organized team-making session
- Provided guidance and experience to first-time game jammers
- Coordinated opening and closing ceremonies
- Facilitated access to game making opportunities for marginalized people

Health-X Lab (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 Developer on My Friend Tama (omch.itch.io/my-friend-tama)

Unity (3D), Blender, Substance Painter, C# (November 2022 - present)

- Write code for system events, resource management, user interaction, etc.
- Model and texture in-game assets
- Record, edit, and implement voice recording and sound effects

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

Unity (3D), Blender, C# (March 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 Cultus Dextra (omch.itch.io/cultus-dextra)

Unity (2D), C# (2022)

- Wrote code for game mechanics, game logic, and point collection
- Designed scene layouts and transitions
- Wrote and designed game's narrative progression

Indie Developer on Last Breath of a New Empire (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

Organizations

Technoculture, Arts And Games Lab (TAG)

Undergraduate Student Representative and Member (2021 - present)

A Tale Of Two Mothers

Actor in short film production of "A Tale Of Two Mothers" (2023)

LaMira Rose Theatre Collective

Actor in theatre production of "Concealer" (2019) and production of "Blank Canvas" (2021)

Autodidacts Concordia Theatre (ACT)

Actor in theatre production of "The Red Line" (2021)

Interests

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