Owen Hellum

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Software

Unity, Blender, Adobe suite, GitHub, Substance Painter, Microsoft Office, Trello, Wwise integration, Spine integration, Dialogue System For Unity integration

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.)
- Academic paper writing, submitting, reviewing, and publishing experience
- 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

Generalist Programmer at **Studio Imugi** (linkedin.com/company/studio-imugi)
Unity (3D), C# (June 2024 - present)

As a generalist programmer at Studio Imugi, I co-design and implement game mechanics, as well as integrate UI designs, Wwise audio, Spine animations, and much more. I also create in-house development tools, and fix bugs. During my time working on Bonaparte: A Mechanized Revolution, the stduio's pioneering title, I have become the project's key developer. I bridge the gaps between tactical and strategic layers of the game, and contribute a large majority of commits and improvements.

Technical Lead, **Production Manager,** and **3D Artist** on **My Friend Aki** (omch.tech/myfriendaki)
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.

Organizer and **Mentor** at **GAMERella** (gamerella.ca)
(November 2022 - present)

I am a co-organizer of GAMERella, the world's longest-running game jam with a focus on inclusivity and learning. From website design, event planning, to jam mentorship, I am deeply involved in the organization's massive undertaking. Recently, GAMERella announced it's first-ever paid mentorship program, of which I helped to plan and execute.

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** (omch.tech/descant) (Unity Asset Store)
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-lean 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 **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. I developed a custom dialogue manager for the game, which would go on to inspire my work on above Descant Dialogue Manager.