

Christopher Ohlsson

Career Objective: As an up and coming member of the Game Design community, using narrative design and environmental design to create expansive worlds through story and art, and to create video games that are an all-around joyful and fun experience to play.

Qualification Summary:

- Many years of creative writing experience, able to write over 90-100 words per minute as a result and has written dozens of pages of personal works in his spare time; from short scripts to novel length writings.
- Has proficiency in the Unity, Unreal, and Construct game engines, using said engines to create multiple projects; both 2D and 3D, ranging from first person and third person shooters to platforming and puzzles games.
- Creates unique and fun ideas when presented with a project in order to differ from the normal formula a bit when creating game ideas and bringing new light and life to many different genres of video game design and appeal to new or old audiences.
- A hard worker with an ethos focused on finishing his work above all else; ready to commit to any major project full time and create material that will equal the size and span of the game being worked on, and even above and beyond said scale.
- Very experienced in working with people and teams of all sizes and shapes, able to adapt to most working environments provided with resources and people to help with in regards to the task at hand.
- Can lead a team of people when given the opportunity, able to keep a level head in situations of stress or high work environments, creating solid foundations in order to build upon for the future in the game design world.
- 3.5 GPA throughout high school and college, due to being committed to the knowledge presented and showing said knowledge over a constant period of time.
- Experience in 3DS Max, can create and texture simple models; with complex models being able to be done with other 3D modelers on hand and helping as support with said models being made.
- Experience with normal business practices as a result of coming from a business-savvy and heavy family where said skills were taught throughout life.

- Currently learning sound-design and 3D printing with the resources given around George Mason, focused on learning new mechanics and materials as a result of George Mason's equipment.

Education

High School Diploma	Whippany Park High School	2015
Studying for Bachelor in Game Design	George Mason University	2015 – 2019

PROFESSIONAL ACCOMPLISHMENT AND WORK HISTORY

Silver Sun Mall

Cashier, Stock Inventory, and General Work Experience 2017 - Present

Led with a confident and busy work ethic among his peers. Developed traditional working and management skills as a result of his time at the company. Was highly regarded by upper management for professionalism and devotion to his position. Came into work ten minutes early for a head start and left late with or without overtime. Kept a friendly, caring, and professional attitude to all customers, regardless of their regard for him or workplace. Developed strong ties to both upper management and fellow employees.

Personal

- Graduated with Distinguished Honors from Whippany Park High School
- A member of the Alpha Lambda Delta Honor Society at George Mason University as well as the National Society for Leadership and Success
- Gained knowledge of business from my father; Chip Ohlsson, CVP of Wyndham Resorts and Hotels

References

Available upon request.