CALVIN OH

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SKILLS

TECHNICAL

Software
- Unity 3D Game Engine
- Unreal 4 Game Engine

Scripting/Programming
- C#
- C++
- HTML/CSS
- JavaScript

Languages
- English
- Chinese

INTERPERSONAL
- Problem Solver
- Punctual
- Adaptable
- Critical Thinker
- Strong Time Management

EDUCATION

Columbia College Chicago
Bachelor of Arts in Game Programming
Minor in Interactive Media Development & Entrepreneurship
Chicago IL | Present 2020
Dean List, Spring 2018, Fall 2019, Spring 2019

WORK EXPERIENCE

Damarjian Interactive
12/19 - Present
Intern Programmer

Working as one of the lead programmers to design, code and publish a complete PS4 title.

PROJECT EXPERIENCE

TerraSphere, 2019
Programmer

Responsible for programming and implementing player control and equipment interaction.

Olympia, 2019
Programmer

In charge of designing and programming the player and multiple unique boss mechanics.

AFFILIATIONS

Dungeons and Dragons Club Student Office Committee Representative,
2017 – Fall 2019
Responsible for connecting the club's ideas and events with Columbia College Chicago's faculty.

Columbia Renegades League of Legends ESport Varsity Team,
2018 – Spring 2019