

Steven Ohlberg

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Skills and Qualifications:

- Creating and Texturing 3D Models of Characters and Environment Props
- Implementation of 3D Models and Textures in Unreal Development Kit
- 2D Art and Animation skills including pixel art, color theory, perspective, and layouts
- 3+ years of game testing experience using DevTrack and BTS
- Solid understanding of and ability to parse Java, C++, and HTML code
- Created game pitches and functional games for school projects and Game Jams
- Strong team skills and a self reliant work ethic

Programs:

- 3ds Max
- zBrush
- Photoshop
- Unreal 3 SDK
- Source Hammer Editor
- Unity

Employment History:

QA Tester

Apr 2014 – Sep 2014

Arenanet (Mobius Industries), Kirkland, WA

QA Testing on Guild Wars

- Using DevTrack to report and regress bugs for weekly content updates
- Running BVT's, Smoke Passes, Hot Fix Support, Ad-hoc tests, and Regressions
- Find, verify bugs for new content & offer customer service for digital purchases
- Verify patches and perform art passes on wardrobe items and expansion content

Game Tester

Jul 2013 – Dec 2013

Nintendo of America (Aerotek), Redmond, WA

Nov 2014 – Mar 2016

On site Game Tester for the Nintendo Wii U.

- Using BTS to write and keep track of bug reports and fixes
- Running Text Checks and checking e-Manuals and ingame text for errors
- Recording, Editing video of bugs using VirtualDub and Windows Movie Maker
- Identify various bugs in gameplay balance & control, graphics, audio, collision, hard locks & soft locks & various other problems
- Run compliance checks, eShop tests & completion tests

Office Assistant

Jan 2013 – May 2013

Wallick & Volk Mortgage Bank, Bellevue, WA

Office Assistant & Front Desk Receptionist

- Customer Service, Database Management, 85 WPM typing speed

Game Tester

Mar 2012 – Nov 2012

Volt, Redmond, WA

- Testing Microsoft Hardware and Software for drive errors and stress tests.

Student Game Jam Projects

(Winter 2008 - Summer 2009)

- Creating a Game Concept Pitch with a Team of other Game Art Students
- Concepting, modeling characters and environments to match specific art styles
- Rigging and creating simple test animations for presentation
- Working with a programmer to create a playable game demo in Unity
- Participated in 5 Student Game Jam Projects

Additional 3D Modeling and Animation Projects:

Indivisible Animation Test

March 2017

Completed two animation tests for Lab Zero Games. The first test was to animate a kick between two keyframes using specified frame counts. The second test was to translate an animation from one character to another using the same frame counts.

3D Animation Group Project

(Fall 2007)

- Working on a one minute animation project with a teammate
- Storyboarding all scenes, planning the animation and camera angles
- Concepting and Creating the character models in 3DS Max
- Rigging the characters and animating the based on the storyboards

3D Facial Animation Project

(Spring 2008)

- Animating a character's face to match a 30 second clip of spoken dialogue
- Modeling and Rigging a character for animation and creating target morphs
- Lip syncing the animation to the recorded audio

Extracurricular Activities:

Student Game Developer's Association (SGDA)

May 2007 – Jun 2009

A collective of Game Art and Design students at the Art Institute of Phoenix dedicated to helping each other not only better their skills, but also to find gainful employment in the games industry.

Student Game Jams

2008 – 2009

The SGDA club ran Game Jam events where a team of students would create a game concept within 72 hours. Roles for the event include: Team Leader, Game Designer, Art Director. Concept Artist, Texture Artist, Character Modeler, and Prop Modeler.

Personal Gaming Activity:

I'm an avid gamer of both PC and Console titles. I've played games my whole life. I play games at least 6 hours a day. My weekly game time usually exceeds 40 hours. Familiar with all major platforms. Xbox, Playstation, Wii, 3DS, and PC. I value high skill games and enjoy both singleplayer and multiplayer games. My favorite genres are Action, RPGs, Shooters, Platformers, Fighting, and Racing games. I also create PC Mods to experiment game design ideas within existing frameworks and create my own games.