

Devin Ohlson

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EDUCATION

Case Western Reserve University, Cleveland, OH (2016 – Present)

B.A. anticipated, class of 2020 (double major: Computer Science & Psychology, minor in AI)

University Scholar Award

Current GPA: 3.775 (Dean's High Honor List)

Member, Psi Chi (International Honor Society in Psychology)

TECHNICAL SKILLS

Selected courses taken:

- Advanced Game Development Project
- Computer Networks
- Operating Systems
- Databases
- Algorithms
- Professional Communication

Expertise:

- Fluent in C, C#, Java, Python, Logo
- Unity development in 2D, 3D, VR, AR
- Git
- Experience with asset creation and editing in Blender, GIMP, and Audacity
- Leadership

WORK EXPERIENCE

Case Western Reserve University, (January 2020 to present)

Teaching Assistant for EECS 290, Introduction to Computer Game Design and Implementation

- Gave review sessions, held office hours, and graded student assignments.

Virtual Worlds Gaming and Simulation Lab, Case Western Reserve University (October 2018 to present)

Lead developer for a study on the efficacy of AR technology for exposure therapy.

- Developed a program with C# and the Unity engine to provide exposure therapy for phobias. The program can run on a traditional screen, in VR, and in AR using the Microsoft Hololens.

National Institutes of Health, Washington DC (Summer 2019)

Research intern in the inaugural year of the Advanced Visualization Branch within NINR, responsible for designing and developing VR simulations to study, train, and improve patient self-care.

- Created a VR environment with C# and Unity to study patient food-selection behaviors in a controlled but realistic environment.

Lincoln Archives Digital Project, Washington DC (Summer 2018)

Software intern responsible for upgrading back-end systems used for the process of digitally archiving all government records during Lincoln's presidency.

- Developed a Java program to automatically generate webpages for documents from an Excel spreadsheet catalog, with a robust customization system to control the webpage formatting.
- Rewrote an interactive Flash-based timeline in Unity WebGL, improving speed and stability.

TIC Summer Camp, Washington DC (Summer 2017)

Counselor responsible for teaching the fundamentals of programming to children ages 7-15.

ACADEMIC AND PERSONAL PROJECTS

Programming Lead for semester-long project in the Advanced Game Development course (Fall 2019)

- Managed the 7-person programming team and responsible for giving progress presentations.
- Communicated closely with the art team lead to ensure team alignment.

Four-time participant in the Ludum Dare Game Jam (April 2018 to present)

- Designed, developed, debugged, and published games in this 72-hour development challenge.