Sheldon Owens

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PROFESSIONAL SUMMARY

Passionate and driven game designer with experience in game development, content creation, and community management.

Strong background in organizing gaming communities, producing engaging content, and exploring game design concepts.

Currently expanding technical skills in Unity and Unreal Engine while leveraging leadership and creative abilities to contribute to the gaming industry.

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TECHNICAL SKILLS

- Game Development: Unity, Unreal Engine, C++, C#, Blueprint Scripting

- Community Management: Social Media Engagement, Moderation, Content Strategy

- Podcasting & Content Creation: Hosting, Editing, Gaming Journalism

- Software Development: Mechanical, Mechatronics & Systems Engineering Background

- Tournament Organization: Event Planning, Competitive Gaming, Player Management

- Tools & Platforms: GitHub, Open-Source Contributions, Figma, Photoshop Suite, Microsoft Suite

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RELEVANT EXPERIENCE

**Indie Dev Studios | Game Developer | 2025 – Present**

-Developing a game using Unreal Engine with a focus on immersive storytelling.

-Working on game mechanics, UI implementation, and core gameplay loop design.

-Collaborating with a small indie team to refine game concepts and optimize performance.

-Exploring procedural storytelling elements and AI-driven interactions.

**Game Development & Unreal/Unity Learning | Personal & Class Projects | Ongoing**

- Developing a strong foundation in Unreal Engine (Blueprints) and Unity3D through coursework and self-guided projects.

- Prototyping interactive gameplay mechanics and experimenting with AR/VR concepts.

- Engaged in game development communities to learn best practices and collaborate with industry professionals.

**Game Corner Podcast & Community Engagement | Host & Producer | Ongoing**

- Created and hosted a gaming-focused podcast, covering industry trends, game mechanics, and community discussions.

- Built and managed an active gaming community, engaging with listeners and fostering interactive discussions.

- Developed content strategies and collaborated with gaming personalities for interviews and special episodes.

**Tournament Organization & Competitive Gaming**

- Organized and managed gaming tournaments for up to 100 participants.

- Coordinated event logistics, player engagement, and rule enforcement for competitive gaming communities.

- Moderated a gaming community of 30,000+ members, handling discussions, events, and community-building efforts.

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EDUCATION

Bachelor’s Degree in Computer Science | Full Sail University (Game Design Program) | Expected Graduation Date: October 2025

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PROJECTS & INTERESTS

**Project: Duelborn (Trading Card Game - In Development)**

- Designing an original trading card game (TCG) system with custom mechanics and deep lore.

- Exploring digital adaptation possibilities for a future online experience in Unreal Engine.

**Project: Parabola (Experimental Narrative Driven Game – In Development)**

-Unity based project with narrative driven gameplay and procedurally driven game mechanics.

-Features a gameplay evolution system, where mechanics and world design change over time.

-Starts in 2D isometric and transitions into full 3D gameplay, reinforcing the theme of progression.

-Integrating player choice-based discovery mechanics influenced by Tool’s album *Lateralus* and the Fibonacci sequence.

**Project: Isekai (Procedural Open-World RPG - Concept Phase)**

-A dynamic isekai adventure game where players choose their origin, race, and starting abilities in a procedurally generated world.

-Past player characters become NPCs in future playthroughs, creating emergent storytelling.

-Features hidden world events and unlockable persistent elements that carry over across playthroughs.

-Built in Unreal Engine, incorporating survival mechanics and modular progression paths.

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CERTIFICATIONS & LEARNING

- Unity & Unreal Engine Learning Path: Coursework & Self-Guided Learning

- FreeCodeCamp & Open-Source Contributions

- Mechatronics & Systems Engineering Background

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ADDITIONAL INFORMATION

- Passionate about game development, esports, and immersive storytelling.

- Active in open-source projects, modding communities, and indie game development circles.

- Experience in managing and engaging gaming communitie.