

KOHEN WOLSKI

GRADUATE GAME DEVELOPER

PERSONAL INFO

PHONE

+44 788 212 8157

EMAIL

kohenwolski@gmail.com

PORTFOLIO

kohenwolski.com

NATIONALITY

Australian (Ancestral Visa - No
Sponsorship Required)

SKILLS

PROGRAMS

Unity, Unreal Engine, 3ds Max, Substance
Designer, Substance Painter, Leadwerks,
Game Maker, Marmalade

SCRIPTING/PROGRAMMING LANGUAGES

Javascript, HTML, C#, C++, Lua, Python

GRAPHIC

Photoshop, Illustrator, InDesign,
Dreamweaver

OTHER

Microsoft Office Suite, Microsoft Project,
CAD Inventor, Revit Architecture

G'day!

I'm Kohen, a hardworking, enthusiastic and team oriented Aussie grad game developer who strives to turn my passion for games into a career reality. I'm eager to learn and leverage my skills to facilitate unforgettable gameplay and narrative driven experiences. I have a deep-seated passion for games originating from my childhood, where I have always desired to understand the how-and-why behind game development. To me, developing games is natural, interesting, and intensely fun. I fell in love with logic creation, problem solving, and developing things from scratch. Game development is my greatest passion and I will continue to do it in any capacity I can.

ABOUT ME

EDUCATION

SAE Qantm College, Brisbane, Australia | 2011 - 2013 | GPA: 4.38

BACHELOR OF INTERACTIVE ENTERTAINMENT - GAMES DESIGN

1st Year Modules

- Communication Design
- Principles of Design
- Design for Interactive Entertainment
- Principles of 3D Modelling
- Narrative & Character Development
- Scripting and Storyboarding

2nd Year Modules

- New Media Business Compliance
- Managing New Media Projects
- Fundamentals of Drawing
- Introduction to Interactive Entertainment
- Introduction to Programming
- Rapid Prototyping
- Psychology of Play

3rd Year Modules:

- Serious Games
- Authorship
- Audio for Multimedia Projects
- Advanced Games Design
- Interactive Entertainment Project (Design and Pre Production)
- Directed Independent Study Project
- Business of New Media
- Interactive Entertainment Project (Production)

Griffith University, Brisbane, Australia | 2015 | GPA: 5.67

GRADUATE DIPLOMA OF EDUCATION - SECONDARY

Majors in IPT; Film, Television & New Media; Industrial Design & Technology

Griffith University, Brisbane, Australia | 2014 | GPA: 4.75

GRADUATE CERTIFICATE OF SCIENCE

RELEVANT PROJECT EXPERIENCE

Lead Project Manager / Developer | Trustpower, New Zealand | 2016 - 2017

PROVISIONING PROCESS AUTOMATION (TELECOMMUNICATIONS)

Kohen, appointed as Project Manager and Developer, utilised various software packages to develop solutions to automate manual computer tasks and processes -- streamlining and increasing efficiencies across the National telecommunications provisioning framework. Workshopping with various stakeholders and subject matter experts, Kohen identified opportunities for automation and successfully planned, developed, implemented and maintained the new application, in line with business/user requirements and usage policy.

Lead Game Designer / Lead Programmer | SAE Qantm, Australia | 2013

CRUENTUS (LARGE GAME PROJECT)

Arcade style Brawler, Hack'n'Slash game developed with a Sci-Fi Gladiator theme. An art style mixed between Spiral Knights and MadWorld made allowances for excessive blood and gore including exploding enemies, ragdolls and physics interactable enemy heads. Kohen as Lead Designer & Programmer and a project partner handling modelling and animation, developed the game over 4 months.

RELEVANT PROJECT EXPERIENCE CONT.

Various Roles | Brisbane-wide/SAE Qantm, Australia | 2012-2013

SMALL GROUP GAME JAMS / RAPID PROTOTYPES

- **Renegade** - Collection of mini-games creatively focused on the theme of "passing a university assignment". Kohen (with 2 others) developed each of the three mini-games with Unity using JavaScript to a pre-defined scope and then merged them to create a final interactive product.
- **Symbiosis** - Twin-stick puzzle platformer portraying the story of maternal love between a mother and child, limited to the use of primitive shapes only, and no text allowed in the game. Developed with Unity in a team of 3, I handled all coding, background music design and several puzzle designs.
- **Falling with Style** - Single-player turn-based skydiving game. Two phase race against an AI opponent challenging the player to strategise their descent through debris in the sky. Developed in Unity, Kohen handled all coding and design work in a team of 2.
- **Canvas Runner** - An abstract art game that scored players on their pixel artwork. Developed with Unity in a team of 2, Kohen handled all coding.
- **Not LA Noire** - A racing detective game challenging players to race against the clock to find clues throughout the city. Using the clues the player must discern the culprit of a crime from four similar suspects. Developed with Unity as a Solo project.

Lead Designer & Coder | SAE Qantm, Australia | Feb-April 2013

BUSHFIRE SIMULATOR (SERIOUS GAMES)

Using Unity, Kohen designed, coded and built an RTS game as a training simulator for the Emergency Services' Operation Hub Management. Fire location data is displayed in grid sectors updated in intervals and in each turn players must allocate resources to fighting fires, preventing damage to farmland and townships by controlling the spread of a large bush fire.

HOBBIES

In my spare time I like to challenge my coding abilities by trialing random systems and attempting to recreate mechanics I encounter in games. Outside of development, I keep up to date with the Counter Strike esports scene and "skin" trading, as both offer an intriguing insight into the progression of community-driven economies and developer control of esports growth.

Outside of gaming, I often go to the gym with my partner to keep myself generally fit and healthy. We like to travel and explore areas we haven't been to before, which made England an ideal location for us to easily travel to Europe. When I can, I play the drums in my spare time and make plenty of noise doing so. Drumming challenged my normal music preferences as I seek more complex music and genres to learn.

Up until this year, I ran after-school mentoring and tutoring (coding club) for students who want to learn more about coding and games. During this time I thoroughly enjoyed encouraging and helping students to develop their knowledge and abilities to a point that they could begin to see their ideas and creations take flight.

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HOBBY PROJECTS (Ongoing)

CLIENT-CLIENT NETWORKING PROJECT

3rd Person Co-op Game created by Kohen as a challenge to learn the basic process behind networking multiplayer games and as a foundation for furthering my knowledge of C++. Developed with the Unreal Engine 4.

CS:GO BOMB DEFUSAL MAPS

Part of my ongoing heuristic learning into the world of competitive multiplayer map design and balance. Diagnosing key components of successful & unsuccessful map elements and cross-analysing with game mechanics & current metas to inform future design choices. Developed in Valve's Hammer World Editor.

CS:GO DEMO FILE ANALYSER FOR WINDOWS

Windows application that incorporates a CS:GO demo file parser to analyse match data and output visual model representations. Allowing individuals to study player/team tendencies and positional strengths and weaknesses. Developed with Visual Studio 2017.

OTHER EXPERIENCE

2017 - 2019

Project Manager & Asset Manager

Wolzki Ltd (Company Owner/Director)
Bay of Plenty, New Zealand

2016 - 2017

Provisioning & Procurement Specialist - Telecommunications

Trustpower, Bay of Plenty, New Zealand

2016 - 2019

Relief & Supply Teacher

Bay of Plenty, North Island, New Zealand /
London, United Kingdom

2014-2015

IPT & Computer Education Teacher; Home Work Tutor & Supervisor of Boarding School Study

Anglican Church Boys Grammar
Brisbane, Australia

REFERENCES

• UPON REQUEST •