

Christian Strohm

Writer. Game Designer. Generalist

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What can I do for you?

I am a fixer, capable of bridging the gap between the Big Picture and technical minutiae. My diversified skillset lets me fill in numerous roles and facilitates communication.

Skills at a glance

Windows and Web developer since modems. Unity Engine; C#, Python. Technical writer. Father. Confident in meetings and on the phone. At home with diverse ideas and people.

Work Experience

2019-Present @ Diverse Health Hub

Systems Administrator

Web developer, copy editor, assisting in program production and grant proposals.

2019-Present @ Hackington's Code School for Kids

Lead Instructor

Behavioral management and mentorship position. Debugging the kids' code in HTML, JavaScript, Python, Scratch engine, and Unity engine.

2010-2020 @ Automotive Data Media

Contributing Editor

Contract position for Nissan of North America, writing articles for a quarterly technical trade magazine referenced by automotive industry professionals.

2008-2020 @ Art's Automotive

Manager

I managed the parts and IT departments, website, and conducted a significant portion of the daily service writing. ASE Certified Mechanic.

Portfolio

Published articles, websites, and video games can be found [on my personal site](#).

Education

University of California: Berkeley

Baccalaureate of Arts with Major emphasis in German

Additional coursework in computer science and Unity Engine