Christian Strohm

Game Designer. Writer. Thinking Partner.

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What can I do for you?

I am a game designer particularly interested in connecting the measurable benefits of gaming to healthcare and education. Technical writing has honed my ability to articulate both my ideas and my teams. As a thinking partner, my diversified skill set enables me to contribute to any project's success.

Skills at a glance

Web developer since modems. Unity Realtime 3D Engine. C#, Python, Javascript. Published technical writer and copy editor. Video producer. Educator. Father. Confident in meetings and on the phone. At home with diverse ideas and people.

Work Experience

Diverse Health Hub (Since 2019)

Chairman of the Health Equity Emissary Team
Remote team coordinator, scrum leader, newsletter author

Director of Strategic Communications
Thinking partner, pitch developer, project manager, writer, and editor.

Hackingtons Code School (Since 2019)

Games Curriculum Developer
Conceive and record game development curriculum, coordinate quarterly game jams, discord moderator, instructor of the Games Division within Hackingtons.

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

Automotive Data Media (2010-2020)

Contributing Editor
Researched topics and wrote articles for a quarterly technical trade magazine referenced by automotive industry professionals for NIssan of North America.

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 includes Unity Engine classes and bootcamp.