

# Christian Grant Wheeler

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## Profile | Immersive Reality and Game Development

Gameplay Programmer specializing in systems-driven design, AI behavior, and player interaction.

## Education

**Bachelor of Fine Arts** | Immersive Reality | Game Development  
Savannah College of Art and Design, Savannah, GA, 2025

## Experience

### Lead Gameplay Programmer

*Echoes of a Silent Garden* | Unity Engine | 2023 -2025

- Led interdisciplinary team, owning gameplay systems and technical direction
- Built GOAP-based AI enabling reactive, state-driven enemy behavior
- Implemented VR interaction systems using Autohand and integrated FMOD for spatial, action-driven audio
- Optimized performance and memory for Meta Quest 3

*Candybalism* | Unreal Engine | 2024 - 2025

- Led a small interdisciplinary team using Agile workflows
- Sole gameplay programmer owning all core systems and tools
- Iterated on gameplay systems based on playtesting and team feedback
- Built segmented movement, combat-driven growth, and multiplayer systems
- Developed AI, UI, and performance systems from prototype to showcase

### Gameplay Programmer

On The Nose | Unreal Engine | Remote | 2025 - Present | Public development logs: [supernerdxdev.bsky.social](https://supernerdxdev.bsky.social)

- Developing a multiplayer exploration and base-building game in Unreal Engine 5
- Built replicated gameplay systems for player interaction, construction, and gameplay state management
- Implemented multiplayer networking workflows and replicated systems using client-server architecture
- Integrated Steamworks SDK features to support multiplayer functionality and platform systems
- Collaborating across gameplay, UI, and technical workflows within a small remote interdisciplinary team

### Tech Team Lead / Technical Designer

CBS Sports Realtime AR Graphics | Unreal Engine | Superbowl LVIII | 2023

- Developed sequencer-driven AR graphics for live broadcast use
- Built editor-configurable UMG widgets for real-time data visualization
- Contributed to concepting and prototyping of real-time AR graphics for *Super Bowl LVIII* broadcast coverage
- Collaborated with artists and designers to support rapid iteration

Universal Creative x SCADPro | 2024

- Collaborated with Universal Creative to develop concepts for Universal Destinations & Experiences.

## Technical Skills

### Gameplay Programming

- C#
- C++
- Unreal Blueprints

### AI Systems

- GOAP
- State machines
- Navigation
- Behavior logic

### Player Movement

- Physics-based mechanics
- Interaction systems

### VR Development

- Meta Quest SDK
- Interaction
- Optimization

### UI Systems

- UMG/widgets
- Editor-driven customization

### Audio Integration

- FMOD

### Tools & Engines

- Unreal Engine 5
- Unity Engine
- Steamworks SDK
- FMOD
- Perforce
- Plastic SCM
- Unity DevOps
- GitHub
- Maya
- Substance Painter
- Substance Designer

## Achievements

### Winner

Best Design  
Global Game Jam  
*Pops n Bobbers*

### Winner

Best Small Team (3D)  
SCAD Entelechy Awards  
*Candybalism*

### Finalist

Game of the Year (Immersive Media)  
The Rookies Game Competition  
*Echoes of a Silent Garden*