

Christian Grant Wheeler

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Profile | Immersive Reality and Game Development

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

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 to improve responsiveness, readability, and player feedback
- Built segmented movement, combat-driven growth, and multiplayer systems
- Developed AI, UI, and performance systems from prototype to showcase

Technical Designer | Contained | Unity Engine | 2025

- Designed a modular, ScriptableObject-driven narrative system for structuring and delivering story content
- Enabled rapid iteration on narrative flow and interaction without code changes
- Built data-driven systems to support scalable gameplay and narrative design

Solo Developer | Protocol Corruption | Unity Engine | 2024

- Built modular Conquest Node system for territory control and resources
- Implemented dynamic A* AI with randomized target selection
- Created a corruption mechanic enabling enemy AI unit conversion
- Built ScriptableObject-driven systems for data-driven gameplay and AI behavior

Tech Team Lead / Technical Designer

CBS Sports x SCADPro | 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 realtime 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#
- 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
- Perforce
- Plastic SCM
- Unity DevOps
- FMOD
- 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

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