

Christian Grant Wheeler

Immersive Reality
Game Development

<https://www.christianwheelerxr.com/>
christianwheelerxr@gmail.com
512 -814 -9434

Education

Savannah College of Art and Design 2021 - 2025 |
BFA Immersive Reality | BFA Game Development

Skills

Immersive Experience Building
Game Development
C# Scripting
LED Volume and Virtual Production
Interaction Design
Environment Design

Software



Achievements

SCAD Entelechy competition

- Lampsii: Finalist in Experimental ARVR
- Selcouth: Winner in Best Experimental

Rookies Game Competition

- Finalist for Rookie of the year in the immersive category

VR Awards Finalist: Social Impact

- Awarded finalist in Social Impact category for VR for Good: Transforming End of Life Experience and Palliative Care with VR

Professional Experience

Team Lead | Lead Gameplay Programmer | *Echoes of a Silent Garden* | Savannah, Ga | 2023 -Present

- Served as Scrum Master for a large interdisciplinary team
- Programmed an advanced GOAP based AI System
- Programmed VR interactions
- Implemented FMOD integration for spatialized sound
- Optimized project to function as a standalone experience for Meta Quest 3

Co-President | *Immersive Reality Club* | Savannah, Ga | 2024

- Served as the link between student body and department faculty
- Assisted in running Alumni and Industry Professional workshops
- Organized and planned events for student body

Interaction Specialist | Game Tech | *Lámpsi: VR for Good* | Savannah, Ga | 2022

- Partnered with hospice and palliative care patients to aid with pain management of terminal illnesses
- Implemented a head-based tracking system
- Gathered data as part of IRB approved research project
- Collaborated with the Immersive Reality Club to throw promotional and game testing events for the experience
- Partnered with Hospice Savannah Camp Aloha to bring VR experiences to grieving children

Unreal Team Lead | *CBS Sports x SCADPRO* | Savannah GA | 2023

- Collaborated with a team of students to design real time AR graphics for **Super Bowl LVIII**
- Led a team of interdisciplinary designers, including animators, Unreal Engineers, and 3D modelers.
- Served as the point of contact between the Unreal team and project leadership
- Concepted and implemented the Neon Blitz drive chart
- Collaborated with animators to help implement their animations into Unreal Engine

Coding with Kids | Instructor | Austin, Tx | 2019-2022

- Worked as coding instructor to teach students K-12 coding fundamentals and facilitate original projects.
- Taught coding languages such as Scratch, Python, HTML, JavaScript and C# and programs like Blender, Unity, DaVinci Resolve, Gimp, and Replit.

Volunteer

Research Assistant | Volunteer Researcher | Costa Rica| 2017 and 2019

- Participated in a peer-lead research project to examine the effects of sound frequencies on leaf cutter ants to reduce the damage they cause to cocoa farmer's crops.
- Collaborated on a peer-lead bio-informatics research project to locate the different environments bacterial quorum sensing bacteria can be found.



VR AWARDS
Finalist