

Christian Grant Wheeler

Immersive Reality Game Development

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Education

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

Skills

Gameplay Programming
Game Design
C# Scripting
Unreal Blueprinting
Virtual Production
Agile
Version Control

Software

Unreal Engine
Unity Engine
Maya
FMOD
Substance Painter
Substance Designer
Perforce
Plastic SCM/ Unity Dev Ops

Achievements

SCAD

- Global Game Jam - [Pops n Bobbers](#): Winner Best Best Design
- Entelechy Awards - [Candybalism](#): Best Small Team 3D

Rookies Game Competition

- Game of the Year - Immersive Media
Finalist: [Echoes of a Silent Garden](#)

Experience

[Echoes of a Silent Garden](#) | *Lead Gameplay Programmer* | Unity Engine | Savannah, Ga | 2023 -2025

- Led an interdisciplinary team, overseeing project direction and milestone delivery.
- Developed a GOAP AI system for dynamic enemy behavior.
- Implemented VR interactions with Autohand for object manipulation and environmental interaction.
- Integrated FMOD for location-based audio feedback.
- Optimized the project for standalone deployment on Meta Quest 3, focusing on performance and memory efficiency.

[Candybalism](#) | *Lead Gameplay Programmer* | Unreal Engine | Savannah, Ga | 2024 - 2025

- Served as team lead for a small interdisciplinary team using Agile workflow
- Sole programmer, responsible for all gameplay systems, tools, and technical implementation.
- Took on full development responsibilities, from prototyping to final implementation, including UI, AI, and optimization.
- Collaborated closely with artists and designers, acting as technical lead and primary problem solver for all coding tasks

[Protocol Corruption](#) | *Solo Developer* | Unity Engine | Savannah, Ga | 2025

- Built modular Conquest Node system for strategic territory capture and resource management
- Developed dynamic A* AI with random targets to challenge player defenses unpredictably
- Created corruption mechanic where enemy AI converts player units, increasing tension
- Used Scriptable Objects and dictionaries for flexible, customizable gameplay features

[Immersive Reality Club](#) | *Co-President* | Savannah, Ga | 2022 - Present

- Acted as liaison between the student body and faculty.
- Supported the planning and execution of alumni and industry professional workshops.
- Organized and coordinated student-focused events.