

# Christian Grant Wheeler

## Immersive Reality Game Development

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

## Contact

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

## Education

Savannah College of Art and Design  
BFA Immersive Reality  
BFA Game Development

# 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
- Integrated FMOD for spatial, action-driven audio
- Optimized performance and memory for Meta Quest 3

## *Lead Gameplay Programmer*

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

## *Solo Developer*

Protocol Corruption | Unity Engine | Savannah, Ga | 2025

- Built modular Conquest Node system for territory control and resources
- Implemented dynamic A\* AI with randomized target selection
- Designed corruption mechanic enabling enemy AI unit conversion
- Used Scriptable Objects for flexible, data-driven gameplay tuning

## *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 realtime AR graphics for *Super Bowl LVIII* broadcast coverage
- Collaborated with artists and designers to support rapid iteration

## *Tech Team Lead/ Technical Designer*

Universal Creative x SCADPro | 2024

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

## *Co-President*

Immersive Reality Club | Savannah, Ga | 2022 - 2025

- Acted as liaison between students and faculty
- Organized alumni and industry workshops
- Coordinated student-focused technical and creative events