

Gabriel Holtschlag

GAME PROGRAMMER

Contact

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Portfolio

www.gabrielholtschlag.com

Skills

C# C++ Python
JavaScript GDScript
Development Tools
Mesh Generation
Data Management
Version Control
Documentation
Iterative Prototyping
Game Design
Collaboration
Problem Solving
Debugging
Optimization

Software

Unity Godot Unreal
Visual Studio Jira
SourceTree GitHub
Photon Microsoft Office
Autodesk Maya
3DS Max Photoshop
Google Apps Script

Education

Honours Bachelor of Game Design

Sep 2018 – Aug 2022
Sheridan College Institute of Technology and Advanced Learning

Game Development Course

Oct 2017 – Jun 2018
Restart Institute of Creativity, Arts and New Technologies

Summary

- Proficient game programmer with strong skills in Unity, Godot, and Unreal Engine, driven by the excitement of solving complex problems.
- Creatively oriented, with a talent for pushing boundaries through innovative solutions, demonstrated in personal projects and game jams.
- Result-driven, with proven skills in programming, and a solid educational background, seeking to advance and leverage my expertise to make a significant impact in the game development industry.

Work Experience

Ankle Breaker Studio - Game Developer

Jul 2024 – Present

- Used a varied suite of custom tools to rapidly generate engaging game content.

Nightmare - Game Developer [See more](#)

Jun 2023 – Nov 2023

- Prototyped and developed tadpole-like enemies with complex behavior trees, integrating procedural searching and swarming physics-based movement.
- Designed and implemented a comprehensive navigation system for a companion character, ensuring organic movement and robust functionality.
- Contributed to the player character controller through iterative prototyping.
- Assisted with bug fixing, audio implementation and secondary mechanics like singing-based puzzles and environmental stealth.

Sago Mini - Unity Game Developer [See more](#)

Mar 2021 – Sep 2021

- Developed an engaging children's game focused on emotional education
- Created an automated reskinning tool for efficient content reuse, minimizing setup time for new releases by 90%.
- Designed and prototyped another children's game for interactive emotional regulation, used extensively in advertising and product releases.
- Collaborated with diverse teams, leveraging their expertise to enhance my contributions.

Capstone Project

Esophaguys - Programmer [See more](#)

Oct 2021 – Jul 2022

- Developed the complete architecture and systems for a well-received couch co-op game featuring dynamically retractable necks for elderly characters.
- Expanded on the Unity Joint physics system to create an innovative character controller with satisfying and responsive controls.
- Designed player interactions to enhance gameplay exploration and developed rendering optimizations without sacrificing complex physics-based gameplay.
- Supported a team of 4 with design and production while consistently delivering new features.

Personal Projects

Game Jams - Programmer [See more](#)

Oct 2018 - Present

- Designed and developed a creature generation editor tool focusing on diegetic health representation through procedural eyeball generation.
- Developed an accurate automated rating system for a chaotic coloring game.
- Generated complex shapes with mesh generation and manipulation.
- Developed Boids with adjustable behavioral relationships and complex component-based movement behaviors.