

# Gabriel Holtschlag

GAME PROGRAMMER

## Contact

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## Portfolio

[www.gabrielholtschlag.com](http://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  
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

### Nightmire - Game Programmer [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 for diverse use cases.
- 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 through discovery.
- 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.
- Consistently executed under pressure in a friendly and professional manner.