

# Gabriel Holtschlag

GAME PROGRAMMER

## Contact

[gabrielholtschlag@gmail.com](mailto:gabrielholtschlag@gmail.com)

## Portfolio

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

## Skills

C#  
Python  
JavaScript  
GDScript  
Development Tools  
Iterative Prototyping  
Gameplay  
Physics  
Optimization  
Debugging  
Documentation  
Game Design  
Problem Solving

## Software

Unity, Godot, Unreal  
Visual Studio, Rider  
SourceTree, Github  
PlasticSCM  
Photoshop  
3DS Max, Maya  
Microsoft Office  
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, driven by the excitement of solving complex problems.
- Creatively oriented, with a talent for pushing boundaries through innovative solutions, demonstrated in both personal projects and collaborative work.
- Result-driven, with proven skills in writing clean and scalable code, seeking to advance and leverage my expertise to make a significant impact in the game development industry.

## Work Experience

**Toska Studios – Godot Game Developer** [See more](#) *May 2025 – Present*

- Implemented art assets and dialogue.

**Ankle Breaker Studio – Unity Game Developer** *Jul 2024 – Nov 2024*

- Used a varied suite of custom tools to rapidly generate engaging game content.
- Assisted with level design, set dressing and cinematography.

**Nightmire – Godot Game Developer** [See more](#) *Jun 2023 – Nov 2023*

- Prototyped and developed character movement systems, integrating procedural and physics-based movement within complex behavior trees.
- Designed and developed a comprehensive navigation system for a companion character, ensuring organic movement and robust functionality.
- Fixed bugs, implemented audio and secondary mechanics like singing-based puzzles and environmental stealth.

**Sago Mini - Unity Game Developer Intern** [See more](#) *Mar 2021 – Sep 2021*

- Developed an engaging children's game focused on emotional education.
- Created an automated re-skinning tool for efficient content creation, allowing my work to have been reused in content updates.
- Designed and prototyped a children's game focused on mindfulness and emotional regulation, used extensively in advertising and product releases.

## 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.

## Personal Projects

**Game Jams - Programmer** [See more](#) *Oct 2018 - Present*

- Through Game jams, I've worked on many features, a few niche examples are:
  - Character controllers and player management.
  - Boids and relationship-based navigation systems.
  - Mesh generation and manipulation.
  - UI, animation, and audio systems.