

Gabriel Holtschlag

Game Programmer

Contact

Email

gabrielholtschlag@gmail.com

Portfolio

<https://www.gabrielholtschlag.com>

Profile

- Generalist Game Programmer with a creative outlook, looking to build career with a likeminded company where I can further develop my skills and pursue new interests within programming.
- Proficient with Unity and C# with an eye for innovative and robust work.
- I adore the supportive and groundbreaking role that my position allows for, and I hope to be a valuable member to my future team.

Work Experience

Nightmire

Junior Game Programmer

Jun 2023 – Nov 2023

- Designed and implemented AI behavior, navigation systems and a variety of game features.
- Fixed bugs and provided debugging support.

Sago Mini

Unity Game Developer

Mar 2021 – Sep 2021

- Developed a prototype into a released product for the Sago Mini School App.
- Created a semi-automated reskinning tool used in future releases.
- Developed a green-lit prototype for the same app.

Personal Projects

Esophaguys

Game Programmer & Designer

Sep 2021 – Jun 2022

- I was the solo programmer for my Capstone, mainly focusing on prototyping and bringing to life a group of stretchy necked player characters with an innovative take on wacky physics.

References available upon request

Proficient Software

- Unity 3D, Unreal 4, Godot 4
- Visual Studio
- Jira, SourceTree, GitHub
- Photoshop, Microsoft Office
- Photon
- Autodesk Maya

Skills

- C#, C++, Python
- Prototyping
- Problem Solving
- Debugging
- Game Design
- Collaboration
- Documentation
- Version Control
- Agile Development

Education

- Honours Bachelor of Game Design
Sheridan College *2018 – 2022*
- Certificate of Game Development
Restart Institute *2017 – 2018*

Languages

- English Fluent
- Portuguese Fluent
- German Beginner

Interests

- Indie Videogames
- Mesh Generation & Shaders
- Technical Art and Development Tools
- Drawing and Animation