

Gabriel Holtschlag

Game Programmer & Designer

Contact

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Profile

- Generalist Game Programmer deeply fascinated with the systems that allow for the expression and augmentation of the visions and dreams in the minds of developers.
- Has 5 years of recreational experience designing and developing personal projects and prototypes using the Unity Engine. Along with some professional experience prototyping and releasing products within a large team.

Work Experience

Sago Mini – *Internship*

Unity Game Developer

Mar 2021 – Sep 2021

- Developed a digital toy from its prototype up until its release in the Sago Mini School App. A great technical experience from which I learned to adapt to the company's coding style and sensibilities, as well how to better format and plan my own work process.
- Designed and developed a green-lit prototype for a separate product in the same app. A design challenge in which I got to collaborate and brainstorm with wonderful co-workers in order to prototype and pitch a new product for a later release in the Sago Mini School app.

Education

- Honours Bachelor of Game Design 2018 – 2022
Sheridan College
- Certificate of Game Development 2017 – 2018
Restart Institute of Creativity and New Technologies

Proficient Software

- Unity 3D
- Visual Studio
- Sourcetree, GitHub
- Photoshop, Microsoft Office
- Jira
- Photon

Skills

- C#
- Prototyping
- Game Design
- Documentation
- Collaboration
- Agile Development
- Problem Solving

Languages

- English Fluent
- Portuguese Fluent
- German Beginner

Interests

- Tool development
- Mesh generation/ Shaders
- Networking
- Indie videogames
- Technical Art and Development Tools
- Drawing and Illustration