

# Chad Wheeldon

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Game Programmer / Designer  
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## Summary

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Detail-oriented person able to quickly adapt to new situations and works well in high stress environments. Exceptional knowledge of games and their mechanics. Along with a great understanding of common industry programs.

## Technical Skills

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### Software Skills

- Visual Studio 2008 - 2013
- Unity
- MonoDevelop
- Unreal 4
- Adobe Photoshop
- Source Control (SVN or Perforce)
- Microsoft Office

### Programming Skills

- C#
- C++
- JavaScript

## Project Experience

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### GeoRunner

Infinite Runner - Unity C#

Features: Use of tilt and touch controls, NGUI

### Fish Game

Fish Tank Sim - Unity C#

Features: Custom Fish AI, Touch Controls, In-Game Shop

### Ice Cream Game

Ice Cream Vendor - Unity C#

Features: Melt System, Scoop Counter, Touch Controls, NGUI

### Sorcerers Spire

3D Puzzle Platformer - Unity C#

Features: Movable Platforms, Level Reset, Different Ammo Types

### Retro Remakes

Pong, Brick Breaker - Visual Studio C++

## Work Experience

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**Student Financial Aid** The Art Institute of Orange County

May 2014 - Present

Student Worker

- Help students with their questions
- Refer students to their financial aid officer
- Maintain files and keep them organized

## Education

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**The Art Institutes of California - Orange County** (2011 - Present)

*Bachelor of Visual Game and Programming*

GPA 3.5/4.0