

Xander Puhlmann

Sturgeon County, AB | 587-594-7316 | xpuhl24@gmail.com

Portfolio Website: [XanderMakesGames.com](https://xandermakesgames.com)

SUMMARY

Game Programming Graduate from NAIT with experience developing projects in Unity and Unreal Engine. Passionate about gameplay programming, multiplayer systems, and creating polished player experiences. Enjoy building complete gameplay systems from concept through implementation while continuously expanding my technical skills. Excited by the thought of challenging myself and learning new strategies for developing systems. Always looking for ways to further improve upon my current skills and expand upon my knowledge. I love working with a team and learning new things from everyone I work with.

ENGINES

- Unity | Unreal Engine

TOOLS

- GitHub, Perforce, Visual Studio

LANGUAGES

- C# | Python | SQL | HTML | CSS | Java

TECHNOLOGIES

- | | | |
|-----------------------|------------------|---------------|
| • Multiplayer Systems | • Save Systems | • Event Based |
| • Scriptable Objects | • UI Development | Architecture |

GAME INDUSTRY EXPERIENCE

Center for Advanced Medical Simulation, NAIT – VR Simulation Programmer

Capstone Project (Jan – April 2026)

- Worked with Unreal Engine and AI Chatbots to create immersive medical situations
- Managed biweekly sprints with a 12-person group
- Learned how to work with Metahumans, VR, AI chatbot plugins, and Unreal Engine

Game Con Canada – Volunteer Booth Attendant

2026

- Volunteered for Caldera Interactive to showcase their game, The Rabbit Haul
- Demonstrated gameplay, engaged with attendees, and answered questions about the project.
- Networked to many studios during the event and NAGIS

PROJECTS – More information on my [*portfolio website*](#)

Proof Pending – In Development

2025-Present

- Multiplayer horror prototype developed in Unity using C#
- Implemented lobby systems, Scriptable Object architecture, inventory/hot bar, enemy AI using State Trees and NavMesh
- Currently integrating networking and gameplay systems for cooperative multiplayer

Racing Game – NAIT project

2025

- Developed player profile management and persistent save systems
- Implemented leaderboards and best-time tracking
- Created ghost replay system using recorded player movement data

JOB EXPERIENCE

Art Lab – Design and Build – Theatre Set Production - Carpenter

Seasonal (2025 -2026)

- General woodworking, building flats, managing CNC work,
- Ensuring consistent grade of precision throughout project
- Problem solving, independency, communication skills, teamwork

EDUCATION

Northern Alberta Institute of Technology (NAIT), Edmonton – 2 years (2024-2026)

Digital Media and Information Technology (DMIT) – Game Programming Concentration

Sturgeon Composite High School, Sturgeon County — Grade 10-12

September 2021 – June 2024

- Maintained honors grade average. Completed computer classes in grades 10–12.

AWARDS

- Top Academic Student (Grade 9)
- Honors Award (Grades 7-12)
- Multi-year First Place Awards – Carving
- Multi-year Awards – 4-H Presentations

HOBBIES

- Alberta Wildlife Carving Association (2017-present), Multi-year Junior Award(s) – Best in Show
- 4-H Namao Trailbusters Club
- Classical Guitar | Chess | Tabletop Gaming

References available upon request