

Gabrielle N. Christie

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Education

University of Florida — Gainesville, FL

Bachelor of Digital Arts and Sciences, Summa Cum Laude

GPA: 3.94 | 2021–2024

Skills

Game Engines: Unreal Engine 5, Unity

Programming: C++, C#, Unreal Engine Blueprints

Tools: GitHub, Adobe Cloud, Visual Studio

Projects & Experience

World Soul — Combat Designer — WolfPack Game Design

Unreal Engine 5.5 | October 2025 – Present

- Designing combat for AI enemy and NPC interactions
- Balancing combat with difficulty level
- Communicating closely with animators, programmers, and writers

The Vanishing Point — Director, Lead Game/Level Designer

Unreal Engine 5.5 | April 2025 – Present

- Leading a team of three to create a first-person 3D mystery game.
- Overseeing level design and core gameplay systems with the goal of releasing a demo by January 2026.

The Last Flower — Producer, Lead Level Designer, Blueprint Programmer

Unreal Engine 5.3 | Blossom Studios | Feb–Mar 2025

- Designed levels, implemented gameplay mechanics in Blueprints, and coordinated production.
- Completed the small third-person thriller game within four weeks.

A Very Merry Nightmare — Solo Developer

Unreal Engine 5.3 | Jan–May 2024

- Sole developer responsible for all design, gameplay systems (Blueprints), and integration using assets sourced from Fab and audio from Splice.
- Published on Steam in January 2025.
- Actively updated the game post-launch based on player feedback.