

Abner Wilhelm

Technical Designer

(239) 841-9025 | abnerwilhelmwork@gmail.com | abnerwilhelm.dev

SKILLS

- Gameplay Programming
- Networking
- State Machines
- Systems Design
- Level Design
- Music Composition

TOOLS

- Unity, Unreal Engine 5
- Unreal Blueprints, C#, C++, C, Python
- Unreal Gameplay Ability System
- MuseScore 4
- Perforce, Github
- Jira, Clickup

EDUCATION

- **University of Central Florida**
BA: Digital Media Game Design
- **Florida Interactive Entertainment Academy**
MS: Interactive Entertainment

EXPERIENCE

Skaldforge – Mythbound (WIP) – Lead Technical Designer

December 2025 – Present

- Developed networked player abilities using Unreal Engine’s GAS, including projectile and movement systems, to ensure scalable and replication ready additions
- Utilized C++ to implement team respawn logic and a networked audio system, bypassing Blueprint's networking limitations to avoid routing audio solely through the game state
- Conducted code reviews for technical designers addressing performance problems and bad practices to maintain the codebase’s quality and scalability
- Designed abilities for four characters utilizing five design pillars to ensure systemic counterplay and balanced team compositions

Solo Project – ChessShifter – Technical Designer – “Best Overall Game” Award at FIEA

November 2025 – December 2025

- Created a grid-based movement system for chess pieces following their movement and attack patterns
- Developed enemy AI to seek out and attack the player depending on their movement and turn order
- Implemented two ways for enemies and the player to switch between their current piece and another to give players more meaningful choices, create variability in enemy behavior, and enable levels designed around piece-switching as a core mechanic
- Designed ten different puzzle rooms that scaled in difficulty while introducing new mechanics

Chaos Cabin LLC. – VeilWood – Technical Designer and Level Designer

September 2024 – March 2026

- Developed state machines for enemies and town NPCs including a town schedule to allow players to adapt their routine to NPC decisions
- Built the Catacombs as a large cryptic tomb of a lost civilization, and set dressed all game environments to reinforce atmosphere and guide player navigation
- Created seven puzzles/minigames utilizing crop systems and tool mechanics to reinforce the core game loop and teach systems through play
- Composed ten original tracks triggered by time of day, location, and in-game events to reinforce moment-to-moment gameplay feel

Limbitless Solutions – Internship – *Limbitless Runner* and *Limbitless Adventure* – Programmer

May 2024 – August 2024

- Integrated the Flex Controller system into Unity to enhance accessibility for users with limb difference
- Expanded Limbitless Adventure with new enemies to broaden the tools available to level designers for more varied encounter design
- Designed and implemented gameplay mechanics introducing new player abilities to help children learn and build confidence using their flex controller
- Replaced existing music with five original compositions tailored per level and environment to better suit the tone and style of a children's game