

Gift Maposa

Gameplay Programmer

I love working with gameplay systems and creating **Fun** and **Unique** mechanics. I strive to create engaging experiences that bring players together.

Randburg, South Africa
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EXPERIENCE

Itthyngk Gaming, Randburg— *Game Developer*

Mar 2023 - Jul 2025

- Coding: Utilized the Unity game engine and C# to write and implement code that helped the team bring their game ideas to life.
- Game engine management: I helped the team set up each project through system development, rendering pipelines and physics requirements.
- Prototyping : Implemented rapid prototyping to create a variety of games from different genres.
- Testing and Debugging : Identified and fixed various bugs and issues revolving around game code.
- Optimization : Worked on the optimization process of the games I worked on.

Atrybute Graphics, Johannesburg— *Game Developer (Part-time)*

Mar 2022 - Present

- I participated the Wits Incubation as a member of Atrybute
- Helped the team create the mobile games Fatpack Joe and Herbanetics.
- Helped Self publish both games through the Google Play Store and Ayoba.
- Refined my skills as a developer post University.

EDUCATION

Tshimologong Precinct, Johannesburg— *Certificate Of Wits Incubator*

Mar 2022 - Feb 2023

- I learned the ins and outs of how to run a start up business in the gaming sector.
- I Learned the foundations of the gaming industry in South Africa.
- I learned how to create a commercial game.
- I developed a commercial mobile game.

Hard Skills

- C#.
- Unity Game Engine.
- Version Control
- CI/CD(Unity DevOps, GitHub Actions)
- Systems Integration
- C++
- Python
- Java Script
- HTML
- CSS

Soft Skills

- Agile Developement
- Team Coordination
- Problem Solving
- Communication
- Adaptability to Change
- Time Management
- Seek Feedback

LANGUAGES

- English (Fluent)
- Isizulu (Fluent)

Bachelor of Engineering Science in Digital Arts, University of the Witwatersrand, Johannesburg— *Degree*

Feb 2017 - Dec 2020

- I studied towards a joint degree in Game Design and Electrical engineering.

PROJECTS

Super Diski FC — *Video Game/Platformer*

- Super Diski FC is a mobile football puzzle game where physics meets flair, and every shot is a flex. Tap, hold, and launch the ball through a maze of moving platforms, launch pads, energy barriers, and other tricky obstacles.
- Level Select Architecture: I worked on the level progression system that the game has.
- Shop System: I helped build the shop system of the game, from unlocking cosmetics, preview system and currency exchanges.
- Analytics: I worked to build the analytics system in the game to track different metrics of the game.
- Publish: I was responsible for publishing the game on the Google Play Store, from setting up the store listing and uploading the build.

Reclaim — *Video Game/Platformer*

- RECLAIM is a minimalist, movement-driven 2.5D platformer set in a future where the world is healing from the aftermath of a climate collapse.
- Core Gameplay: Implemented a fully-featured character controller and a modular power-up system.
- Level Construction: Built a procedural tower-generation pipeline and assembled reusable level elements for rapid design iteration.
- Presentation & UI: Created a customizable scene-fade shader for smooth transitions and extended the input framework to drive dynamic UI image swapping.
- All of these systems came together in our Solar Punk Game Jam 2025 entry to deliver polished, flexible gameplay and polished visuals under tight deadlines.

Khamani - The Lion Of Summer — *Video Game/Action Adventure*

- **State-Machine Architecture:** Built both the player character controller and enemy AI using a modular state-machine pattern, seamlessly tied into Unity's animation system for responsive, lifelike motion.

- **Power-Up & Progression:** Designed a tiered power-up framework with multiple rarity levels, driving varied gameplay experiences and rewarding player advancement.
- **Event-Driven Structure:** Implemented an extensive event-bus to decouple systems, orchestrating everything from pickups to UI updates and enemy behaviors.
- **Performance Optimizations:** Applied targeted profiling and optimization techniques to maintain smooth frame rates on a variety of hardware.

Fatpack Joe — *Video Game/Arcade Mobile Game*

- **End-to-End Codebase:** Architected and built every gameplay system—from core jetpack mechanics and level spawning to scoring, enemy AI, and the in-game shop.
- **Monetization & Services:** Deployed to the Play Store with full IronSource integration for rewarded and interstitial ads, plus Google Play Games API for leaderboards.
- **Polish & Delivery:** Delivered a complete, production-ready title with robust progression and social features, all rolled out live on Android.

REFERENCES

Homolang Marule — *CEO of Atrybute Graphics*

- Tyrenemarule@gmail.com

Khumo Moerane — *Studio Head Of Itthynk Gaming*

- Khumo@itthynk.co.za