



Gabriel Kwa

Programmer

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A game programmer that loves to design and implement game systems, eager to learn more about it and other aspects encompassing game development. Messes around with interesting concepts in his free time.

Experience

Kaigan Games Sdn Bhd 🌐

Sept 2023 - July 2025

Programmer

Worked on both client and in-house IPs on PC, and maintenance and deployment of mobile projects.

Nimbus Games 🌐

November 2022 - May 2023

Intern Game Programmer

Worked on multiple projects including limited multiplayer implementation and other gameplay systems.

Education

University of Wollongong Malaysia KDU

January 2020 - August 2022

Bachelor of Games Development (Hons), Game Technology
3.83

Bachelor's Degree

Projects

Deadly Rehearsal 🌐

3D First-Person Narrative Puzzle Horror

- Responsible for general gameplay programming
- Integrated custom shader and materials for special effects
- Collaborated integration of player-centric UI/UX
- Improved production efficiency with custom made editor tools

Esc:RNG 🌐

Final Year Project

- In-editor tool for zelda-style procedural dungeon generation with room editing and generation parameters
- TopDownEngine framework integration
- General gameplay programming

Façade: Murder At The Masquerade 🌐

SIGG 2021 Silver Medal Winner Undergraduate)

- Journal mechanic integration with mobile player data serialisation and saving
- Streamlined production with designer-focused journal entry creation tool
- General gameplay programming

More projects shown in my web portfolio 🌐

References

Tan Hong Seng

Senior Programmer, Kaigan Games

📞 +6012-216 2971
✉ hongsengtan8@gmail.com

Joseph Teng

Producer, Nimbus Games

📞 +6016-238 5172
✉ joseph@nimbusgames.dev

Skills

Unity

[Proficient]

Editor tools, Scriptable Objects, Firebase, Google and iOS deployment, Adressables, VS Debugger

Unreal

[Basic]

Blueprints, Datatables, Event Managing, Gameplay

C++

[Proficient]

Made text based dungeon crawler and 2D OpenGL pseudo game engine

C#

[Proficient]

Able to workaround quirks that Unity's C# has to ensure mechanics are implemented as desired

Languages

C#

Unity

C++

Unreal, OpenGL and Console Apps

Java

libgdx, Android Studio, looking into Minecraft modding

Python

Automation, RenPy

Interests

LAN Cross-play Mechanics

Multiplayer, Couch Co-op

XR/AR/VR

VR, Google AR

Drawing

Character Design, Line Art, Pixel Art

Photography

Candid, Portraits, Moments, DSLR

Goals

I'm interested in learning..

Networking Backend

LLMs

Neural Networks