Gabriel Kwa
Programmer

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○ kwagabriel   🎮 rend.exe   in gabrielkwa

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 gameplay programming for both client and in-house IPs on PC, and maintenance and deployment of mobile projects. Projects were mainly developed in Unity using C# and Visual Studio. Also assisted development by making tools for automation and human-proofing system set ups.

Latest Project: Deadly Rehearsal

Nimbus Games 🌐   **November 2022 - May 2023**
Intern Game Programmer

Worked on multiple projects including limited multiplayer implementation, shaders, prototyping and other gameplay systems. Projects were mainly developed in Unreal.

Worked on: Malice: Chiyo

Education

University of Wollongong Malaysia KDU   **January 2020 - August 2022**
Bachelor of Games Development (Hons), Game Technology   Bachelor's Degree
3.83

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