



Gabriel Kwa PinYue

Undergraduate at UOWM

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A game programmer that loves to design and implement game systems, eager to learn more about it and other aspects of games development in general.

EDUCATION

University of Wollongong Malaysia KDU Bachelor of Games Development (Hons), Game Technology	(01 January 2020 - 31 August 2022) CGPA 3.83	University of Wollongong Malaysia KDU Foundation studies, Arts and Technology	(01 January 2019 - 31 December 2019)
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EXPERIENCE

Nimbus Games Intern Game Programmer Worked on multiple projects including limited multiplayer implementation and other gameplay systems. https://nimbusgames.dev/	(16 November 2022 - 16 May 2023)	Sheridan Photography Assistant Photographer Part time, wedding photography gig as a hobby	(01 September 2019 - 01 March 2020)
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SKILLS

Unreal Engine Blueprints with UE4 and UE5, datatables, and event managing	Unity C# JSON Serialisation of local player data, scriptable objects for modularity, scoreboard firebase integration
C++ Made text based dungeon crawler and 2D OpenGL pseudo game engine	Unity Made in-editor tools for designers on team, with a few own projects completed
Java Server-client communication through Linux VMs, and looking into Minecraft modding	

PROJECTS

Esc:RNG Final Year Project <ul style="list-style-type: none">In-editor tool for zelda-style procedural dungeon generation room editing and parametersIn-editor tool for weapon gacha and weapon crafting parametersKeybinding UITopDownEngine plugin integrationGeneral gameplay programming https://uowmgames.itch.io/escrng	(01 December 2021 - 31 August 2022)	Façade: Murder At The Masquerade SIGG 2021 Silver Medal Winner (Undergraduate) <ul style="list-style-type: none">Player journal integration with mobile player data serialisation and savingJournal entry creation tool for designersGeneral gameplay programming https://uowmgames.itch.io/facade-murder-at-the-masquerade	(31 May 2021 - 01 September 2021)
Coal Call Team-based project inspired by Slay the Spire <ul style="list-style-type: none">Randomly generated branch node level map with parametersCo-worked on turn-based card battle with status effectsInventoryNode events including shops, recovery nodes, events https://uowmgames.itch.io/coal-call	(01 January 2021 - 30 April 2021)		

REFERENCES

Lai ZeRen Lecturer and project supervisor +60122516093 laizr03@gmail.com	Johann Lim Programme leader +60122995170 johannlim@gmail.com
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