

# GABRIEL CAMARA

## GAME DEVELOPER/PROGRAMMER

A passionate game developer specializing in mechanics, gameplay programming, and full-game development. I aspire to contribute to leading studios such as Nintendo and Mojang, bringing engaging experiences to players worldwide. I am currently applying myself towards a Masters Degree in Game Development or to get a full-time Job in Game Development.



## EDUCATION HISTORY

### Matric Certificate

The Kings College and Prep School, Johannesburg

### Bachelor of Computer and Information Sciences in Game Design (Distinction)

Vega School, Johannesburg

### Pencil Achievement Award

(2<sup>nd</sup> person in 8 years)

Vega School, Johannesburg

## MY WORK EXPERIENCE

Director 2021-2022

### The Kings College and Prep School

Directed a play in 2021 that I performed in during 2016.

Actor 2016-2022

### Jeppe Boys/Kings College

I won GRADS with Jeppe Boys in 2018.

Waiter Jan2023-April2023

### Oke's Cafe

I learnt customer service and how to work cooperatively.

Teacher/Marker May2023-November 2023

### Kumon

I Assisted students in mathematics and language comprehension.

Sales and Media Intern/Assistant Store Manager June 2025-

Wizards Collection January 2026

TCG and collectibles store where I worked on the systems, sales, customer service and all facets of the store.

Started as an intern then became an assistant store manager.

## SKILLS

- Game Development/Programming focused mainly on mechanics and making a full game with the resources given to me by group partners.
- C# , Java, Delphi, Python, Kotlin
- Unity, Unreal Engine
- Acting

## HOBBIES

- Gaming
- Acting
- Comic Book/Anime knowledge
- Narrating
- Volleyball
- Trading Card Games

## CONTACT

☎ 0646592281

✉ gacamarabus@gmail.com

📍 12 Breena St, Harmelia,  
Edenvale

🌐 Personal Website:  
<https://tr1n1tyangel.github.io/>