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

(2nd person in 8 years)
Vega School, Johannesburg

MY WORK EXPERIENCE

Sales and Media Intern/Assistant Store Manager

June 2025- January 2026

Wizards Collection

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.

Teacher/Marker   May2023–November 2023

Kumon

I Assisted students in mathematics and language comprehension.

Waiter   Jan2023-April2023

Oke's Cafe

I learnt customer service and how to work cooperatively.

Actor   2016–2022

Jeppe Boys/Kings College

I won GRADS with Jeppe Boys in 2018.

Director   2021–2022

The Kings College and Prep School
Directed a play in 2021 that I performed in during 2016.

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
- Trading and selling collectibles

HOBBIES

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

CONTACT

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