

Gabriel Teixeira

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[LinkedIn](#) | [Portfolio](#)

SUMMARY

Final-year Computer and Multimedia Engineering student with strong interests in game development, interactive media, and digital creativity. Experienced in interdisciplinary collaboration, leadership, and full-cycle project development. Seeking to pursue a Master's degree in multimedia systems / game development / interactive technologies.

EDUCATION

Instituto Superior de Engenharia de Lisboa (ISEL)
BSc in Computer and Multimedia Engineering

Lisbon, Portugal
Expected July 2026

- **Current Grade Average:** 15/20

WORK & LEADERSHIP EXPERIENCE

ISEL Game Studios

Cofounder, Developer, Head of Image and Design

April 2025 – Present

- Co-founded a student-led game development nucleus to encourage interdisciplinary collaboration.
- Designed promotional material that successfully recruited and retained new members.
- Helped establish the club as a recognized and respected initiative within the university.
- Lead developer and artist for "*Nature Strikes Back*", showcased at **Lisboa Games Week 2025**.
- Designed, developed, and maintained the nucleus' website.

SKILLS, ACTIVITIES & INTERESTS

Languages: Portuguese (Native), English (Fluent)

Programming Languages: Java, C, Python

Web Technologies: HTML, CSS

Tools: Unity, Blender, Photoshop, Illustrator

Activities: ISEL Game Studios, Game Development

Interests: Art, music, and creative expression across digital and interactive media.