



Gabriel Kwa PinYue

Undergraduate at UOWM

📍 Gombak, 53000

✉ kwagabriel011206@gmail.com 📞 0132836408

🌐 kwagabriel.github.io

🔗 <https://rendexe.itch.io>

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 (01 January 2020 - 31 August 2022)
Bachelor of Games Development (Hons), Game Technology
CGPA 3.83

University of Wollongong Malaysia KDU (01 January 2019 - 31 December 2019)
Foundation studies, Arts and Technology

EXPERIENCE

Nimbus Games (16 November 2022 - 16 May 2023)
Intern Game Programmer

Worked on multiple projects including limited multiplayer implementation and other gameplay systems.

🔗 <https://nimbusgames.dev/>

Sheridan Photography (01 September 2019 - 01 March 2020)
Assistant Photographer

Part time, wedding photography gig as a hobby

SKILLS

Unreal Engine

Blueprints with UE4 and UE5, datatables, and event managing

C++

Made text based dungeon crawler and 2D OpenGL pseudo game engine

Java

Server-client communication through Linux VMs, and looking into Minecraft modding

Unity C#

JSON Serialisation of local player data, scriptable objects for modularity, scoreboard firebase integration

Unity

Made in-editor tools for designers on team, with a few own projects completed

PROJECTS

Esc:RNG (01 December 2021 - 31 August 2022)
Final Year Project

- In-editor tool for zelda-style procedural dungeon generation room editing and parameters
- In-editor tool for weapon gacha and weapon crafting parameters
- Keybinding UI
- TopDownEngine plugin integration
- General gameplay programming

🔗 <https://uowmgames.itch.io/escrng>

Façade: Murder At The Masquerade (31 May 2021 - 01 September 2021)
SIGG 2021 Silver Medal Winner (Undergraduate)

- Player journal integration with mobile player data serialisation and saving
- Journal entry creation tool for designers
- General gameplay programming

🔗 <https://uowmgames.itch.io/facade-murder-at-the-masquerade>

Coal Call (01 January 2021 - 30 April 2021)
Team-based project inspired by Slay the Spire

- Randomly generated branch node level map with parameters
- Co-worked on turn-based card battle with status effects
- Inventory
- Node events including shops, recovery nodes, events

🔗 <https://uowmgames.itch.io/coal-call>

REFERENCES

Johann Lim

Programme leader

📞 +60122995170

✉ johannlim@gmail.com

Joseph Teng

Producer at Nimbus Games Sdn Bhd

📞 +60162385172

✉ joseph@nimbusgames.dev