

GABRIEL HO

GAME DESIGNER

ABOUT ME

Hi, I'm Gabriel! I am a game designer who enjoy exploring ideas and turning them into playable mechanics. I have experience in structured workflows and rapid prototyping.

I am looking for opportunities in the games industry where I can contribute to a team and continue to grow my skills.

CONTACT

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EDUCATION

Foundation degree in Game and Interactive Media Design

University of Wolverhampton

Studied at Heart of Worcester College

Sep 2023 - May 2025

Grade: Merit

Bachelor of Arts - BA, Game and Interactive Media Design

University of Wolverhampton

Sep 2025 - Jun 2026

SKILLS

Game Design

Game Mechanics

System Thinking

Game Feel

Combat Readability

Scripting Logic

Game Prototype

UI/UX Flow Understanding

Balancing and Tuning

EXPERIENCE

Infinity Breakout - Solo Project | Game Designer & Developer

Construct 3 Gameplay Oct 2023 - Dec 2023

Battleship - Solo Project | Game Designer & Developer

Construct 3 Gameplay Oct 2024 - Dec 2024

Infinite City - Solo Project | Game Designer & Developer

Unreal Engine 5 Blueprint Prototyping Jan 2025 - Apr 2025

SOFTWARE

Unreal Engine 5

Blender

3Ds Max

Quixel Mixer

LANGUAGE

Chinese - Cantonese

English

Chinese - Mandarin

HOBBY

Video Gaming

Reading

Brainstorm Ideas