



CAMILO CHAVEZ TORRES

ABOUT ME

Gameplay programmer focused on systems, AI, and player movement.

Experienced in C++ and custom engines, with a focus on clean and efficient system design.

Comfortable working in team environments with a calm and structured approach.

SKILLS

Programming:

C++, C#, JavaScript, Java

Game Development:

Gameplay Systems, AI (Behavior Trees), UI/HUD, Input Handling, Event Systems (PostMaster), Object Pooling

Tools:

Visual Studio, Unity, Git, Perforce, VS Code

LANGUAGES

Swedish – Native

Spanish – Fluent

English – Fluent

CONTACT

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[LinkedIn](#)

[Portfolio](#)

EDUCATION

The Game Assembly, Malmö

Game Programming (Ongoing)

- Implemented gameplay systems in C++ within a custom engine environment
- Developed player movement, shooting mechanics, and enemy behaviors
- Designed AI systems using behavior trees and decision-making logic
- Built UI systems including HUD elements (health, ammo, feedback)
- Implemented input handling and event-driven systems (PostMaster pattern)
- Worked with data-driven systems, including JSON-based level loading for dynamic scene and object initialization
- Applied performance-focused solutions including object pooling
- Collaborated in multidisciplinary Agile teams with designers and artists

NBI/Handelsakademin, Malmö

Object-Oriented Programming with AI

- Developed fullstack applications using JavaScript, React, Node.js, and Java (.NET & Spring Boot)
- Built REST APIs and worked with database management (MongoDB)
- Created a dynamic web application with bidding functionality (React frontend, Spring Boot backend)
- Applied Agile development practices in team-based projects

Malmö University, Malmö

Social Work Programme (2 semesters)

WORK EXPERIENCE

Fullstack Developer

Marnfeldt DesignEngineering AB, Malmö

Jun 2023 - Aug 2023

- Developed web applications across frontend and backend
- Built features and maintained existing systems

Fullstack Developer

Maneer, Malmö

Aug 2022 - Dec 2022

- Designed and developed web applications using React.js and Spring Boot

Healthcare Assistant

Malmö Municipality

Mar 2019 - Jan - 2024

EXTRA-CURRICULAR ACTIVITIES

Student Representative – Programming

The Game Assembly

Sep 2025 – Present

- Selected to represent the programming class and act as a liaison between students and staff
- Communicate feedback and support collaboration within the program