DANIELE GALATI

Turin, Italy

LinkedIn 🔗

Portfolio 🔗

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I am an aerospace engineer with a great passion for computer science and video game development. During my university career, I had the opportunity to combine my studies with the development of personal and collaborative projects. Each of these has taught me something, but most importantly, they have fuelled my desire to create and continue learning.

The skills I have acquired range from a solid foundation in physics and mechanics to writing clean and easy-to-read code.

This broad skill set allows me to be a highly versatile individual, reflecting my eagerness to take on challenges and push myself further.

LANGUAGES

Italian: native
English: B2 – Cambridge FIRST certification

EXPERIENCE

[Gen 2024 – Ongoing]
Videogame programmer • **Level Up Lab**
Led the technical development of many complete video games in Unity, gaining experience in long-term project management.

[Oct 2024 – Feb 2025 / Mar 2025 – Ongoing]
Academic Tutor • **Politecnico di Torino**
Supported students in laboratory activities, by helping them to understand theoretical and practical concepts of Python (Computer Science course) and linear algebra (Linear Algebra and geometry).

[Gen 2022 – Ongoing]
Ambassador • **Reply**
Created stories and posts on social media to promote Reply challenges and activities.

SKILLS

Game Development: Unity, C#, GitHub, FMOD, Blender, Jira, Visual Studio, Notion, Photoshop.

Web Development: HTML, CSS, Bootstrap, Flask, Jinja, Python.

Engineering: Ansys, Inspire, OpenVSP, AVL, XFOIL, MATLAB, SolidWorks, Fusion360, CFD, CAD, structural optimizations, Office 365.

Soft skills: organized, autonomous, flexible, time management, planning, goal setting, critical thinking, meeting deadlines, continuous learner.

EDUCATION

[Sep 2024 – Ongoing]
Master's degree in aerospace engineering • Politecnico di Torino

[Sep 2021 – Jul 2024]
Bachelor's degree in aerospace engineering • Politecnico di Torino • 107/110