DANIELE GALATI

Turin, Italy

LinkedIn 🔗

Portfolio 🔗

danielegalati583@gmail.com

SKILLS

Programming Languages:
C#, Python, MATLAB

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

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

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

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

LANGUAGES

Italian: native
English: C1 – Cambridge FIRST certification

EXPERIENCE

Team Leader • Level Up Lab
[Jul 2025 – Present]
Videogame programmer • Level Up Lab
[Gen 2024 – Jul 2025]

Currently leading the management of Level Up Lab, overseeing recruitment, event organization and administrative processes.
Led the technical development of many complete video games in Unity, gaining experience in long-term project management.

Academic Tutor • Politecnico di Torino
[Mar 2025 – Jul 2025]
[Oct 2024 – Feb 2025]

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).

Social Ambassador • Reply
[Gen 2022 – Present]

Created stories and posts on social media to promote Reply challenges and activities.

EDUCATION

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

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