



GABRIELE FIORENTINO

GAME PROGRAMMER

PROFILE

My passion for video games started early, even as a child I used to talk to my cousin about pokemon games and after a few years I was introduced to Metal Slug and also to various consoles such as the PlayStation 2 and Wii

When I was 15, I built my first PC on my own and now I am able to assemble high-performance gaming platforms by myself. This led me to discover and love all games with a good exploration component such as Far Cry or even Red Dead Redemption 2.

CONTACT



+39 329 122 7207



gabrielefiorentino2@gmail.com

LANGUAGE

- Italian
- English

SOCIAL



I work as a tutor in a youth academy called Kodland where I teach programming in Unity to kids of all ages. In this job I have developed strong problem solving skills, the ability to work in a team with the rest of my team, and the ability to explain in a simple and clear way all the technical concepts of the programming world.

I am fluent in C++ and C# and have extensive experience with Unity and Unreal Engine 4 and 5. I am fluent in Italian and have a B2 level in English.

My goal is to become a game programmer, focusing on innovative game mechanics and immersive experiences.

My technical skills, professional experience, and lifelong passion for gaming make me a valuable addition to any game development team.

EDUCATION

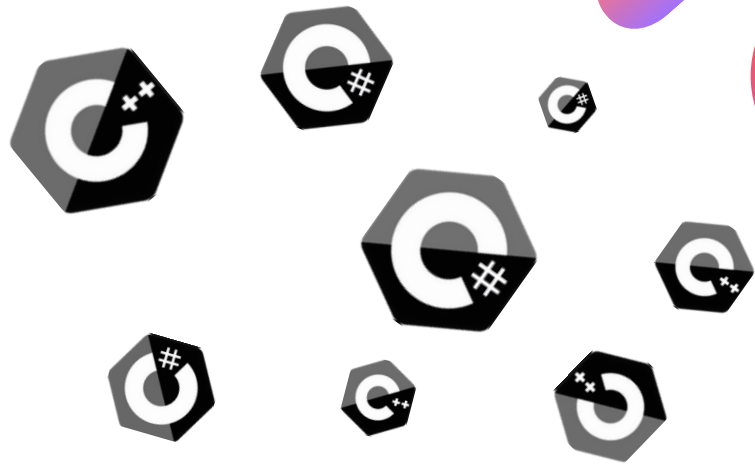
IISS Enrico Mattei - Maglie (LE)

Industrial Technical High School Diploma -
Information Technology and Telecommunication
2016-2021

Event Horizon School

Game Programmer
2021-2024





WORK EXPERIENCE

Kodland

Tutor

02/2024 - 06/2024

I teach kids programming in C# and Unity, starting with the basics and working up to an advanced intermediate level. I am always punctual and meticulous in my work, while always keeping a happy and joyful atmosphere. This experience, has allowed me to develop both skills in Unity, teamwork skills and also a very advanced ability to express myself since I work mainly with kids who are under 18 years old.

TXT e-tech srl

software engineer

22/07/2024 - Now

As a Software Engineer at TXT e-tech, I specialize in Unreal Engine and virtual reality (VR) development, focusing on creating immersive experiences and high-performance software solutions. My role involves collaborating with cross-functional teams to deliver cutting-edge VR applications for various industries.

PROJECT TITLES

Sand Prison

Game Programmer

2022

"Sand Prison" is an indie survival adventure game set in a post-apocalyptic desert world where players must explore, gather resources, and escape the sand prison.



6 MONTHS

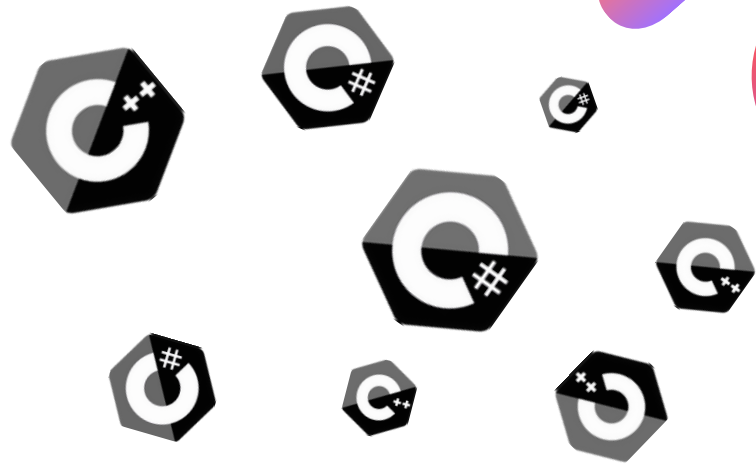


10 PEOPLE



itch.io





Tale of Ensis

Game Programmer

2023

"Tale of Ensis" is an indie role-playing game that follows the journey of a hero in the fantasy world of Ensis as they embark on a quest to defeat evil forces and restore balance to the land.



10 MONTHS



7 PEOPLE



itch.io



Steal&Run

Game Programmer

2023

"Steal and Run" is an indie action game where players take on the role of a skilled thief navigating through various heist scenarios, dodging security systems, and evading capture while attempting to steal valuable treasures.



10 MONTHS



20 PEOPLE



itch.io

