



GABRIELE FIORENTINO

PORTFOLIO

Gabriele Fiorentino



Game Programmer

Year of experience

I started studying programming since high school and continued by attending the Event Horizon School academy, developing various video games and various video games and projects

Notable Achievements

I developed many programming skills and I learned how to use many language: C, C#, C ++ and PHP. And I work with Unity and Unreal engine.

Education



Skills & Abilities

- Problem solving skills
- Team work
- Object-oriented programming (OOP)
- Project management
- Creativity





NOTABLE PROJECTS

2021-Present

PROJECT 01

Sand Prison

In the world of Sand Prison it is completely desert only a few places are habitable, living in this environment humans wanted to accept the offers of the deities, then ascend to the merely humans and become a creature able to survive in the environment in which they are found, but not all humans have accepted the offers of the gods so these humans who have refused this gift are called heretics one of them is Abbas

[Project Link: LINK](#)



Feature List:

- Turn-based combat with real-time movement
- Enemies with different attacks
- Skills (Player's attacks)
- Movement Grid based, small invulnerability frame window
- Levels and difficulty progression



PROJECT 02

Tale Of Ensis

Tale of Ensis is a roguelike, action game where the player will interpret someone that wants to follow the steps of the great hero of the sword. Now our protagonist is climbing the Mountain of Ensis to reach its summit, and to accomplish this task he needs to defeat the mountain's fallen and its only tool is his sword.

'Project Link: [LINK](#)



+ TALE of FENESIS +

Become the sword hero

- play -

- settings -

- credits -

- quit -



LET'S WORK TOGETHER



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