



393 161 4039



christian310021@gmail.com



via Papa Giovanni XXIII, 19,
Fagnano Olona



B2 patent

**"If you are not here to win,
you are in the wrong place"**

Certifications

English proficiency B2

Allenatore regionale - basket

Language

English:

- **Speaking: B2**
- **Listening: B2**
- **Reading: B2**
- **Writing: C1**

Hobbies



CHRISTIAN COLOMBO



Profile

I am an ambitious and adaptable individual with a keen eagerness to learn and a passion for quality. I thrive in team environments, always ready to embrace new challenges and expand my knowledge in diverse contexts



Education

Master's degree in Computer Science

Università degli studi Milano
2023 - 2025

Bachelor of Math

Università degli Studi Milano
Graduation mark: 96/110
2019 - 2023

Diploma in Liceo Scientifico

Liceo Arturo Tosi, Busto Arsizio
Graduation mark: 100/100
2015-2019



Work Experience

2019 -
today

Ayers Rock Gallarate - Basketball head coach

- Managed groups of 15-20 athletes. Tasks about design and performing trainings, taking decisions about the player development. Teamwork with other coaches

2024 -
2025

Liceo Scientifico A. Tosi - Math professor

- Taught mathematics and designed lessons at a leading Lombardy high school, while concurrently attending university.



Technical skills

Soft skills: team work, problem solving, communication, leadership, learning ability, autonomy.

Engines: Unity, Unreal.

Languages: C, C++, C#, Python, Java, GLSL, HTML.

Game Design: Creation of a Game Design Document, creation of a Game Technical Document, Creation of a Level Design Document.

Game Programming: Implementation of AI techniques (FSM, behaviour tree, GOB, pathfinding), UI designing/programming.

My Projects

UNIPAST: The Mangiagalli Project

https://www.youtube.com/watch?v=XKIkTsE_ZD8

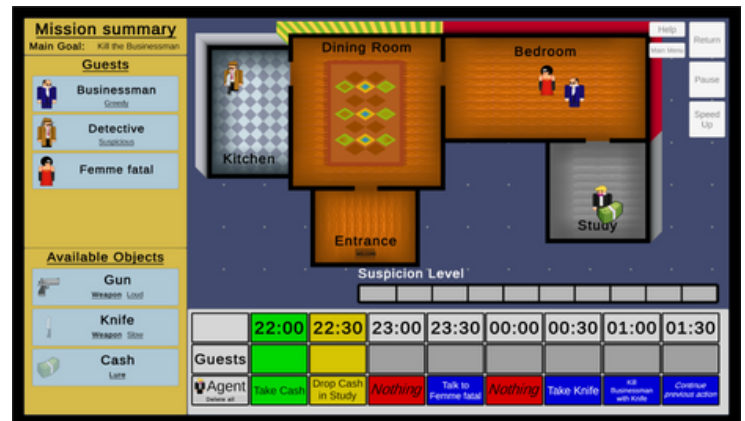


Unreal - A multiplayer cooperative platform game. I had the role of game and level designer. Each level of the game was inspired by the real Milan history and added new mechanics and obstacles

Murder Mystery Inc.

<https://polimi-game-collective.itch.io/murder-mystery-incorporated>

Unity - My second videogame. A puzzle game where you plan a murder. I've had the role of game and level designer and game programmer.



Believable Characters

MARTINELLI, Francesco, et al. FAC. EX: FACIAL EXpressions for Video Game Characters.



Unreal - My thesis project: the creation of believable non-player characters capable of emotionally rich interactions with the support of an LLM. My focus is on crafting authentic dynamics between NPCs and with the player, enhancing narrative depth and immersion.