GABRIELE MASSIMIANI

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- Portfolio
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- Moncalieri, Turin, Italy

ABOUT ME

During my years at the Politecnico di Torino I was able to combine both engineering and creative skills. I had the opportunity to participate in over five projects, in which I explored multiple roles such as producer, project coordinator, and programmer. This had been important to test how to work in a team, manage time better, make a budget plan and how to make a good pitch. I am an organised, precise and goal-oriented person, and I always give my best. My goal is to work in the video game industry as a producer or project manager, where I can apply my skills to contribute to the development of innovative and impactful projects.
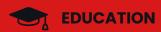
SOFTWARE

- Blender, Unity, Unreal Engine
- Notion, Jira
- Suite Microsoft, Suite Adobe

TECHNICAL AND PROGRAMMING

- Javascript (React), HTML, CSS
- C#, C
- SQL

LANGUAGE

- Italian (Native)
- English (B2)

EDUCATION

POLITECNICO DI TORINO

- Master's degree in Cinema e Media Engineering Oct 2022 - In progress

- Bachelor's degree in Cinema e Media Engineering
  Sept 2018 - Oct 2022

PROJECTS

LEVEL UP LAB (2024)
Co-founder of the first Student Game Development Team at the Politecnico di Torino.
LINK

GAME JAM (2024 - 2023)
UI programmer and designer
PROJECT LINK

DIGITAL STRATEGY (University Project - 2024)
UI programmer and designer - Line Spacing
PROJECT LINK

GAME DESIGN (University Project - 2023)
Producer and UX/UI Programmer - Beyond The Shell
PROJECT LINK

COMPUTER GRAPHICS (University Project - 2023)
3D Model and Render - The French Dispatch
PROJECT LINK

COMPUTER ANIMATION (University Project - 2023)
3D Modelling and Animation of an advertisement - Crai
PROJECT LINK

VIRTUAL REALITY (University Project – 2023)
Producer, Modeler, Programmer and Animator - The Sky Postman (Visor required)
PROJECT LINK

HCI (University Project - 2023)
Programmer for a high-level prototype through a human-centred design process - APPy Family
PROJECT LINK