






GABRIELE MASSIMIANI

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ABOUT ME

During my studies at Politecnico di Torino, I combined engineering and creative skills through multidisciplinary projects, covering key roles like project manager and programmer. As co-founder of a student game development team, I gained practical experience in production workflows, team coordination, and sprint planning. This strengthened my leadership, problem-solving and communication skills. 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, GitHub
- Suite Microsoft, Suite Adobe

TECHNICAL AND PROGRAMMING

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

LANGUAGES

- Italian (Native)
- English (B2)



EDUCATION

POLITECNICO DI TORINO

- Master's degree in Cinema e Media Engineering – Final Grade: 110/110
Oct 2022 – Apr 2025
- Bachelor's degree in Cinema e Media Engineering
Sept 2018 – Oct 2022



PROJECTS

Level Up Lab (2025 – 2024).

Co-founder of the first Student Game Development Team at the Politecnico di Torino.

Game Jam (2025 – 2023).

UI programmer, project manager and game designer

Digital Strategy (University Project – 2024).

UI programmer and designer – Line Spacing

Game Design (University Project – 2023).

Producer and UX/UI Programmer – Beyond The Shell

Computer Graphics (University Project – 2023).

3D Model and Render – The French Dispatch

Computer Animation (University Project – 2023).

3D Modelling and Animation of an advertisement – Crai ADV

Virtual Reality (University Project – 2023).

Producer, Modeler, Programmer and Animator – The Sky Postman (Visor required)

Human Computer Interaction (University Project – 2023).

Programmer for a high-level prototype through a human-centred design process – APPy Family