GABRIELE MASSIMIANI

- linkedin.com/in/gabriele-massimiani
- gabriele.massimiani@icloud.com
- Online Portfolio
- +39 366 491 1254
- Moncalieri, Turin, Italy

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.
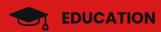
SOFTWARE

- 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 (2024 - 2023)
UI programmer and 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