







GABRIELE MASSIMIANI

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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.

SKILLS

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

TECHNICAL AND PROGRAMMING

- Java, Javascript (React), HTML
- 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](#)

GLOBAL GAME JAM (2024)

UI programmer and designer - Clownageddon
[PROJECT LINK](#)

FAIL/SAFE GAME JAM (2023)

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](#)