

# **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**

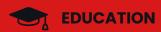
- Blender, Unity, Unreal Engine
- Notion, Jira
- Suite Microsoft, Suite Adobe

## **TECHNICAL AND PROGRAMMING**

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

### **LANGUAGE**

- Italian (Native)
- English (B2)



#### **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.

<u>LINK</u>

# **GLOBAL GAME JAM** (2024)

UI programmer and designer - Clownageddon PROJECT LINK

# FAIL/SAFE GAME JAM (2023)

UI programmer and designer - Line Spacing <a href="PROJECT LINK">PROJECT LINK</a>

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