

UMBERTO GENTILE

CONTACT

-  umberto.gen28@gmail.com
-  Rome, Italy (Open to Relocation)
-  [Portfolio](#)
-  [Linkedin Profile](#)

SKILLS & TOOLS

- Unreal Engine 5, Blueprints (1.5 years)
- Version control, Git (4 years)
- Python (2 years)
- Web development (1 year)
- Java and C# (1 year)
- C (2.5 years)
- Game prototyping & playtesting (in progress)
- C++ (in progress)

LANGUAGES

- Italian (native speaker)
- English (upper-intermediate)

INTERESTS

- Broaden my knowledge of video games and films to enjoy emotional experiences and find inspiration
- Follow podcasts, devlogs and talks to stay updated on the gaming world
- Attend events like [DevGames](#), with talks and showcases to meet new people

PROFILE

Graduate in Computer Science and aspiring Game Programmer (mainly on gameplay and AI). I have experience with different programming languages (C, Java, Web, Python) and practical knowledge of Git. I am gaining hands-on experience with Unreal Engine 5 (Blueprints) through game jams and academic projects, and I am currently strengthening my C++ skills. Looking for a curricular internship in the gaming industry.

EDUCATION

Digital Game Specialist

ITS Roberto Rossellini (EQF 5), Rome

OCT 2024 - DEC 2026

- Modules: provide practical training in programming, design, art and production, spanning the full video game development pipeline
- Projects: a final project/test for each module; technical animation [game demo in UE5](#) (Developer/AI); currently working on an indie game project (Game Programmer)

MSc in Computer Science (110/110)

University of Roma Tre

OCT 2022 - MAR 2025

- Thesis: [Crowd simulation in Unreal Engine 5](#)
- Projects: [3D puzzle game in UE5](#) (master's project); earlier [2D platform in Unity](#) (bachelor's project)
- Technologies: Unreal Engine 5, Blueprints, programming (C, C#, Python, Java, Web)

WORK EXPERIENCE

Inbound Shovel Game Jam - Remote

Programmer (Team)

JUL 2025 (10 DAYS)

- Goal: create a playable prototype on the theme "just get started"
- Task: integrate game systems and implement full game flow
- Action: implemented gameplay systems, menus, interactions and enemy AI using Blueprints in Unreal Engine 5; managed versioning with Git
- Result: deliverable prototype with complete start-to-end flow; [playable build](#)

Cluster Reply - Rome (Hybrid)

Consultant

MAR 2023 - MAR 2024

- Goal: support enterprise teams on internal projects
- Task: complete assigned tasks (feature implementation, bug fixing) across front-end and back-end
- Actions: implemented features in Angular and C#; used Git for versioning
- Result: gained production development experience, improved debugging practices and contributed to team workflows