

UMBERTO GENTILE

CONTACT

- ✉ umberto.gen28@gmail.com
- 📍 Rome, Italy (Open to Relocation)
- 🌐 [Portfolio](#)
- in [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**OCT 2024 - DEC 2026
- ITS Roberto Rossellini (EQF 5), Rome
- 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)**OCT 2022 - MAR 2025
- University of Roma Tre
- 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**JUL 2025 (10 DAYS)
- Programmer (Team)
- 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)**MAR 2023 - MAR 2024
- Consultant
- 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