



Gabriele Garofalo

Game Programmer



gabevlogd



in/gabevlogd/



Website

Contacts

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Studies

- Event Horizon School (2022 - 2025)**
Game Programming diploma at Event Horizon School in Milan
- Physics | University of Milan (2018 - 2022)**
Studied physics at the University of Milan
- Art High School Diploma (2018)**
Graduated from an Art High School with a specialization in Graphic Design

Main Skills

- C++
- C#
- Unreal Engine
- Unity
- Physics
- Math
- OOP
- GitFlow

Languages

Italian - native
English - B2



<https://gabevlogd.github.io>

Experience

- System/Gameplay Programmer @Villains Studio** (10/2024 - Present)
 - Developed the complete movement system for an action third-person shooter, focusing on gameplay feel, reactive camera, and responsive input.
 - Implemented the Encounter System for AI spawns and waves in a Doom-like arena shooter, including procedural wave generation for endless mode.
 - Supported artists and designers with Unreal Engine tools, asset integration, and Git Flow version control.

[Project Link](#)


- Game Programming Teacher @Event Horizon School** (02/2025- 11/2025)
 - Mentored first- and second-year students in OOP (C# & C++), design patterns, physics/3D math, game engine usage (Unity/Unreal), and software architecture best practices.
 - Taught an introductory Unreal Engine 5 Visual Scripting course to game design and 3D art students, adapting content to each role's perspective.
- Unreal Engine Tools Developer @Freelance** (03/2025- 08/2025)
 - Developed a high-performance state machine plugin for Unreal Engine 5.x, enabling scalable Actor behavior management.
 - Released the plugin on FAB Marketplace as a free tool for hobbyist and professional developers.
 - Produced role-specific documentation for beginner and advanced users.
 - Ensured seamless integration with Unreal Engine workflows across versions.

[Project Link](#)


- System/Gameplay Programmer @Student Project** (02/2024- 11/2024)
 - Built a multi-character player control system for a Portal-like puzzle game, with dynamic camera transitions.
 - Managed the full Steam release pipeline, integrating Steamworks and API features such as achievements and cloud saves.

[Project Link](#)

