



Gabriele Garofalo

Game Programmer



gabevlogd



in/gabevlogd/



Website

Contacts



Venegono Inferiore, VA, (Italy)



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Portfolio



<https://gabevlogd.github.io>

Main Skills

C++

C#

Unreal Engine

Unity

Physics

Moth

OOP

GitFlow

Languages

Italian - native

English - B2

Studies



Event Horizon School (2022 - 2025)

Game Programming diploma at Event Horizon School in Milan



Physics | University of Milan (2018 - 2022)

I studied physics at the University of Milan



Art High School Diploma (2018)

I graduated from an Art High School with a specialization in Graphic Design

Selected Projects



The Negative Edge

Third-person arena shooter fast-paced

Villains

My work in the team was mainly centered on the 3Cs (Character, Camera, Controller) and on the animation systems, which made me the point of reference for most gameplay-related features.

[Project Link](#)



IN PROGRESS



9



Weabot (July 2024)

Third-person environmental puzzle game

The Prototypers

Worked on the 3Cs (Character, Camera, Controller) and Gameplay Systems, ensuring consistency and responsiveness across core mechanics.

[Project Link](#)



6 MONTH



10



State Machine System (August 2025)

Downloadable directly from FAB Marketplace, is an Unreal Engine 5 plugin for provides a modular and extensible State Machine system. Developed during the production of The Negative Edge is one of the core system of the game, used for managing Actors' state based logics

[Project Link](#)



FEW WEEKS



1



Work Experience



Game Programming Teacher | @Event Horizon School

(February 2025 - Present)

- Game programming tutor for first and second year students
- Taught an introductory course on Visual Scripting in Unreal Engine 5