



## Contacts



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## Portfolio



<https://gabevlogd.github.io>

## Main Skills

C++

C#

Unreal Engine

Unity

Physics

Math

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

# Gabriele Garofalo

## Game Programmer



gabevlogd



in/gabevlogd/



Website

## 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



soon



### 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



- **Gameplay Tag driven**
- **Blueprint/C++ integration**
- **Documented + Example template**

## 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