



## Main Skills



## 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

## Languages

Italian - native  
English - B2

## Contacts

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<https://gabevlogd.github.io>

# Gabriele Garofalo

## Game Programmer



gabevlogd



in/gabevlogd/



Website

## 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**

