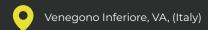


### **Contacts**



+39 348 752 8310

gabrielegarofalo999@gmail.com

#### **Portfolio**



https://gabevlogd.github.io

#### **Main Skills**

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

 $\bigcirc$ 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** 











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** 









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







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