



Gabriele Garofalo

Game Programmer

Contacts



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<https://github.com/gabevlogd>



<https://www.linkedin.com/in/gabevlogd>

Portfolio



<https://gabevlogd.github.io>

Main Skills

C++

C#

Unreal Engine

Unity

Physics

Math

OOP

GitFlow

Languages

Italian - native
English - B2

About me

Hi, I'm Gabriele!

With a background in graphic design and a solid foundation in physics from the University of Milan, I've developed a unique blend of creativity and analytical thinking.

Currently in my third and last year at Event Horizon School, I'm diving deep into game programming, where I combine my artistic and technical skills to create dynamic gaming experiences.

My versatility and problem-solving abilities make me well-equipped to tackle challenges and deliver engaging, polished games.

Projects



Weabot - Original

- Third person environmental puzzle game
- Engine: UE5, C++, Blueprint - Peoples: 14 - Time: 6 Months



Push Sushi - Remake

- Sliding block puzzle game
- Engine: Unity, C# - Peoples: 12 - Time: 4 weeks



The Sleeper's Escape - Original

- First person escape room game
- Engine: Unity, C# - Peoples: 18 - Time: 4 weeks



Ghost Of The Sea - Original

- Isometric turn-based naval combat game
- Engine: Unity, C# - Peoples: 18 - Time: 4 weeks



Descent (1995) - Remake

- 3D first-person shooter with free movement in six directions
- Engine: Unity, C# - Peoples: 12 - Time: 4 weeks



Crossy Road - Remake

- An arcade endless mobile game
- Engine: Unity, C# - Peoples: 12 - Time: 4 weeks



Hover! (1995) - Remake

- A bumper cars driving simulator
- Engine: Unity, C# - Peoples: 12 - Time: 4 weeks

Studies



Event Horizon School (2022 - Current)

Currently in my final year of Game Programming studies 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