Gabriele Garofalo
Game Programmer

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

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