

# Gabriele Garofalo

Software / Systems Programmer · C++ / C# · Real-Time Applications

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[Portfolio](#) • [GitHub](#) • [LinkedIn](#)

## Profile

Software / Systems Programmer with strong experience in **C++**, **C#**, and **real-time systems**. Specialized in interactive architectures, simulation-oriented logic and tooling. Proven ability to deliver complete products, including a **commercial Steam release** and a **public Unreal Engine plugin**. Focused on performance, maintainability, and clean system design.

## Core Skills

- **Languages:** C++, C#
- **Software Engineering:** OOP, Design Patterns, State Machines, Data-Driven Systems
- **Real-Time Systems:** Input systems, camera systems, character controllers, simulation logic
- **Tools & Pipelines:** Unreal Engine tools, Unity3D tools, custom plugins, Git Flow
- **Math & Physics:** Linear algebra, 3D math, physics-based reasoning

## Experience

### Software / Systems Programmer

10/2024 – Present

Villains Studio

- Designed and implemented a responsive **real-time movement system** for a third-person action shooter (input abstraction + camera behavior).
- Developed a scalable **AI encounter and wave system** supporting procedural generation and endless modes.
- Built reusable gameplay and system-level components with a focus on maintainability and performance.
- Collaborated closely with artists and designers, providing engine-level support, tooling, and pipeline improvements using Unreal Engine and Git Flow.

### Project Link

### Game Programming Teacher (Software Focus)

02/2025 – 11/2025

Event Horizon School

- Taught OOP in C++/C# (architecture, patterns, debugging), real-time programming principles, game engines (Unreal Engine 5, Unity3D), 3D math and physics foundations.
- Led an introductory visual scripting in Unreal Engine 5 course for non-programmers, translating technical constraints into accessible concepts.
- Mentored students on clean code practices, version control, and collaborative development workflows.

### School Website

### Unreal Engine Tools Developer

03/2025 – 08/2025

Freelance

- Developed a high-performance **state machine plugin** for Unreal Engine 5.x and released it on the **FAB Marketplace**.
- Authored technical documentation for different user levels and ensured smooth integration with engine workflows.

### Marketplace Link

### Software / Systems Programmer

02/2024 – 11/2024

Academic Project

- Architected a multi-character control system with shared and character-specific logic, emphasizing modularity and scalability.
- Implemented dynamic camera transitions and real-time interaction systems.
- Managed the **full Steam release pipeline**, including Steamworks SDK integration (achievements, cloud saves).

### Steam Release

## Education

### Game Programming Diploma — Event Horizon School, Milan

2022 – 2025

Physics Studies — University of Milan

2018 – 2022

Art High School Diploma (Graphic Design)

2018

## Languages

Italian (Native) • English (B2)

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