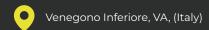


#### **Contacts**







#### **Portfolio**



https://gabevlogd.github.io

### **Main Skills**



OOP GitFlow

### Languages

Italian - native English - B2

### **Studies**

**Event Horizon School (2022 - 2025)** Game Programming diploma at Event Horizon School in Milan

**Physics | University of Milan (2018 - 2022)** I studied physics at the University of Milan  $\bigcirc$ 

**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** 











### **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