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

I am a programmer with experience in Unreal Engine and Unity,
with a strong focus on developing the 3Cs (Camera, Controller, Character)
to ensure smooth and engaging gameplay.
My background in physics has given me an analytical approach to
problem-solving, which I apply daily in developing game mechanics and
handling character kinematics.

I worked on multiple team projects, simulating agile development
experiences and deepening my knowledge of input systems,
movement mechanics, and camera management, with a particular focus
on the integration between code and animations.

I am looking for a dynamic environment where I can grow professionally,
collaborate with other developers, and contribute to the creation of innovative
and immersive games.

Work Experience

⊙ **Event Horizon School | 02/2025 – Present**

· Game Programming tutor for first and second year students

Main Projects

⊙ **The Negative Edge – Original Title**
· Third person shooter arena
· Engine: UE5, C++, Blueprint - Peoples: 10 - Time: in progress

⊙ **Weabot – Original Title**
· 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

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