Gabriele Garofalo
Game Programmer

gabevlogd

in/gabevlogd/

Website

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

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

Art High School Diploma (2018)
I graduated from an Art High School
with a specialization in Graphic Design

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   🕐 IN PROGRESS   👥 9   soon

THE NEGATIVE EDGE

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   🕐 FEW WEEKS   👥 1

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   🕐 6 MONTH   👥 10

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