



# GABRIELE COSSUTTA

Video Game Developer

🌐 OPEN TO RELOCATE



12/08/1999



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<https://gabrielecossutta.github.io/>

## EDUCATION

### Video Game Programming

AIV

2021 - 2024

### Computer Science

UPO

2019 - 2021

### IT and Telecommunications

ITIS Q.SELLA

2013 - 2018

## SKILLS

Programming

Unity

Unreal Engine

C#

C/C++

Python

## LANGUAGE

Italian native

English intermediate

## About me

Passionate about video games since childhood, growing up I've come to understand that the joy experienced while playing can also be felt in creating them. I love learning about new topics and acquiring new skills.

## Experiences

2024

TheXPlace

### Summer Game Jam

Airport Delivery Guy a isometric arcade game developed with Unity (theme: travel) with other Designer, Artist and Developer of AIV. <https://entoni1122.itch.io/adg>

2021 - Present

McDonald's BIELLA

### Employee

It helped me improve my teamwork

Summer 2016/ Summer 2017

UPDATE S.R.L

### Intern

Pc repair and website revision

## Certificates

2024

### Soft skills and professional skills

Certificate of Participation

2024

### MULTI-AGENT AI

Certificate of Participation

2021 / 2022 / 2023 / 2024

### Certifications Academy first, second and third year

C#, Object Oriented Programming (OOP), Linear algebra and trigonometry, Game Maker, 2D rendering, Artificial Intelligence, Pathfinding, Unity, Unreal Engine 4, Unreal Engine 5, Python, Audio programming, GIT, Rasterization and Raytracing, GPU programming (DirectX12 and OpenGL), Vulkan, Unreal Engine low-level API

2018

### Cisco Networking Academy

Certificate of Completion of Introduction to Cybersecurity course

## Other Programming Languages

HTML

XML

PHP

GLSL

CSS

JSON

SQL

HLSL