

# gabriele dal cengio

604 362 0909

www.sfu.ca/~gdalceng

gdalceng@sfu.ca

## programming experience

### VR game design and development

c# | git | unity | maya

*Virtro Entertainment | sep2018 - dec2018*

- >Reworked the interaction with hands in virtual reality, based on game design philosophy and research to solve user experience problems during gameplay in the virtual reality port of "The Station"
- >Created a user interface menu in virtual reality space to allow the player to enjoy an integrated menu for ease of use when navigating the area and checking progress in the language learning title "Argotian"
- >Performed quality assurance and bug fixing on a virtual reality port of "The Station" to ensure that the final product is suitable for Oculus and PSVR stores
- >Changed the feedback system on bullet hits in the Oculus Go title "Zombie Donuts" to improve on the game feel when interacting with weapons

### object oriented programming

c++ | linux

*Second Intro to Computer Programming class | apr2018*

- >Created a 2-dimensional vector to hold pointers to child objects inheriting from an abstract parent class for a predator-prey simulation
- >Utilized "Valgrind" to check for memory leaks and errors

### front end web development

html | css | illustrator

*Information Design class | apr2018*

- >Developed a website solution working with the City of Vancouver and my team to lower the impact that each Vancouver citizen has on their environment
- >Designed the bulk of a responsive website integrating recent html and css practices such as flexbox grids and media queries

## teamwork experience

### director of events

IAT student union

*apr2017 - apr2018*

- >Coordinated 10 industry professionals with 40 students to provide professional interview practice in a networking environment
- >Organized a beach BBQ to facilitate socializing between 30 faculty peers
- >Mediated between students and a faculty as a link to solve important issues within the school of Interactive Arts and Technology

### service industry experience

*Mcdonald's | No Frills | American Eagle*

*nov2015 - sep2016*

- >Ensured appropriate sandwich supplies to assembly team for seamless production flow following service standards
- >Emphasized with the customer in order to ensure an optimal experience

## profile

The best feeling in the world to me is getting code to work on the first try or solving a difficult bug. I am in love with programming and making legible, nice looking designs. I am motivated by achievements and topics I have yet to learn. I try to leave a legacy in every task I take on.

## skillset

bash	html
git	css
c++	illustrator
c#	photoshop
java	unity
processing	maya

## education

**Simon Fraser University**  
**Bachelor's in Science**

*2016 - 2020*

Majoring in Interactive Arts and Technology, with a concentration in Interactive Systems

Minoring in Computer Science