GABRIELE MINNECI

SOFTWARE ENGINEER

PROFILE

Gameplay programmer with 6+ years in professional game development and solid experience in AAA production. Specialized in gameplay systems (3C, animation, tools), passionate about graphics and procedural technologies. Proven ability to bring features from prototype to shipping within cross-functional teams.

CONTACT

Milano, MI, Italy

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www.github.com/minnes09

SKILLS

Gameplay – 3C

Refactoring

Cross-department collaboration

PROGRAMMING LANGUAGES

C++, C#, C, Python, WebGL

TECHNOLOGIES

Engines: UE4/5 -Unity3D (2018) - Snowdrop

AR: ARCore 1.0 – Vuforia 6

Tools: Jira, Perforce, Git, Microsoft Kinect 2, Visual Studio, Gitlab

LANGUAGES

Italian   English

CERTIFICATES

Italian qualification to practice the profession of Informatics Engineer 2018/11

WORK EXPERIENCE

Mid Gameplay Programmer – Ubisoft Milano
2024/06 – present

Avatar: From the Ashes from prototype to shipping

- Feature owner, inter-departement co-coordinator for the features
- Boss battle 3C

Star wars Outlaws

- Binocular system owner from L1 to shipping: multistreaming, FoV, memory optimization, LoDs
- Other features: 3C, animation, locomotion

Junior Gameplay Programmer – Ubisoft Milano

2022/01 – 2024/05

Mario+Rabbits Sparks of Hope and **Star Wars Outlaws**

Cross-department development of gameplay features

Ability to work on huge projects

Deliver required features on time

Mid Software Engineer – Zuru Tech Italy

2021/07 – 2021/12
- Developed UE4 based CAD/BIM product, refactored architecture, procedural mesh tools.

Junior Software Engineer – Zuru Tech Italy

2019/04 - 2021/06

Collaborator for M.Sc. thesis - Fraunhofer Italia

2018/04 – 2018/08

Android Mixed Reality Application for buildings: indoor localization

- Google ARCore - Unity   - Computer Vision

PROJECTS & RESEARCH

Marble Garden – videogame (unpublished) 2019/07 – 2020/12
Master Thesis – AR localization with Unity & ARCore (Fraunhofer) – Apr 2018 – Oct 2018
Bachelor Thesis – Gaze estimation with Kinect v2 – Mar 2016 – Jul 2016
Procedural objects – Procedural planets and Infinite terrain generation (UE4 and noise algorithms) – personal projects

EDUCATION

M.Sc. in Computer Science: Software Engineering & IT Management
Free University of Bolzano **-**   109/110
2016/10 – 2018/10

B.Sc. in Informatic Engineering, University of Florence - 96/110
2011/10 – 2016/07

High School Diploma, Liceo Scientifico Guido Castelnuovo
2006 – 2011

INTERESTS

- Videogames
- Software Engineering, Graphics & Procedural Programming
- 3D Math, AR/VR/XR

LEISURE TIME

I mainly play videogames; they are my passion and I love going in other worlds with them. I like being in nature, feel it and understand it: a good walking heals me in many ways. I'm a curious person, I want to understand the world more and more! I am a good listener and I try to learn from anyone I meet. I love technology and I follow how it continuously improves, I discuss about the new inventions and how they can be used, from ethical to practical. I improve my programming skills in the free time, following the latest updates from C++ and GDC.