



GABRIELE ZIZA

Recent graduate passionate about video game development, with skills in using Unity and developing 2D, 3D, Augmented Reality, and Virtual Reality games and applications. Organized, sociable, and capable of collaborating as part of a productive team, with the goal of continuously expanding skills and tackling new challenges.

Contacts

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Skills

- Windows, MacOS, Linux
- Office Package
- Adobe Premiere
- Microsoft Visual Studio
- C#
- Unity 3D
- Unreal Engine
- Control System Git
- C++, Java, HTML, CSS

Education

- Master Degree in Computer Science**
Università degli Studi di Milano, Milano April 2024
Thesis: Development of an Application for Interior Design in Augmented Reality Using a Headset
- Bachelor's Degree in Multimedia Sciences and Technologies**
Università degli Studi di Udine, Pordenone July 2020
Thesis: Interactive Showrooms
- High School Diploma**
Ginnasio Gian Rinaldo Carli, Koper June 2016

Languages

- Italian
- English
- Spanish