

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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https://zzizaa.github.io/

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