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