



# Gabriele Garofalo

## Game Programmer

### Contacts



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### Portfolio



<https://gabevlogd.github.io>

### Main Skills

C++

C#

Unreal Engine

Unity

Physics

Math

OOP

GitFlow

### Languages

Italian - native  
English - B2

### About me

I am a programmer with experience in Unreal Engine and Unity, with a strong focus on developing the 3Cs (Camera, Controller, Character) to ensure smooth and engaging gameplay.

My background in physics has given me an analytical approach to problem-solving, which I apply daily in developing game mechanics and handling character kinematics.

I worked on multiple team projects, simulating agile development experiences and deepening my knowledge of input systems, movement mechanics, and camera management, with a particular focus on the integration between code and animations.

I am looking for a dynamic environment where I can grow professionally, collaborate with other developers, and contribute to the creation of innovative and immersive games.

### Work Experience



#### Event Horizon School | 02/2025 - Present

- Game Programming tutor for first and second year students

### Main Projects



#### The Negative Edge - Original Title

- Third person shooter arena
- Engine: UE5, C++, Blueprint - Peoples: 10 - Time: in progress



#### Weabot - Original Title

- Third person environmental puzzle game
- Engine: UE5, C++, Blueprint - Peoples: 14 - Time: 6 Months



#### Push Sushi - Remake

- Sliding block puzzle game
- Engine: Unity, C# - Peoples: 12 - Time: 4 weeks

### Studies



#### Event Horizon School (2022 - Current)

Currently in my final year of Game Programming studies at Event Horizon School in Milan



#### Physics | University of Milan (2018 - 2022)

I studied physics at the University of Milan



#### Art High School Diploma (2018)

I graduated from an Art High School with a specialization in Graphic Design