



# Gabriele Garofalo

## Game Programmer



gabevlogd



in/gabevlogd/



Website

## Main Skills

C++

C#

Unreal Engine

Unity

Physics

Math

OOP

GitFlow

## Studies

### Event Horizon School (2022 - 2025)

Game Programming diploma at Event Horizon School in Milan

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

Studied physics at the University of Milan

### Art High School Diploma (2018)

Graduated from an Art High School with a specialization in Graphic Design

## Languages

Italian - native

English - B2

## Contacts



Venegono Inferiore, VA, (Italy)



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<https://gabevlogd.github.io>

## Experience



### System/Gameplay Programmer

(10/2024 - Present)

@Villains Studio

- Developed the complete movement system for an action third-person shooter, focusing on gameplay feel, reactive camera, and responsive input.
- Implemented the Encounter System for AI spawns and waves in a Doom-like arena shooter, including procedural wave generation for endless mode.
- Supported artists and designers with Unreal Engine tools, asset integration, and Git Flow version control.

[Project Link](#)



### Game Programming Teacher

(02/2025 - 11/2025)

@Event Horizon School

- Mentored first- and second-year students in OOP (C# & C++), design patterns, physics/3D math, game engine usage (Unity/Unreal), and software architecture best practices.
- Taught an introductory Unreal Engine 5 Visual Scripting course to game design and 3D art students, adapting content to each role's perspective.



### Unreal Engine Tools Developer

(03/2025 - 08/2025)

@Freelance

- Developed a high-performance state machine plugin for Unreal Engine 5.x, enabling scalable Actor behavior management.
- Released the plugin on FAB Marketplace as a free tool for hobbyist and professional developers.
- Produced role-specific documentation for beginner and advanced users.
- Ensured seamless integration with Unreal Engine workflows across versions.

[Project Link](#)



### System/Gameplay Programmer

(02/2024 - 11/2024)

@Student Project

- Built a multi-character player control system for a Portal-like puzzle game, with dynamic camera transitions.
- Managed the full Steam release pipeline, integrating Steamworks and API features such as achievements and cloud saves.

[Project Link](#)

