GABRIELE COSSUTTA

Video Game Developer

🌐PEN TO RELOCATE

📅 12/08/1999

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in http://linkedin.com/in/gabriele-cossutta-a341ba206

https://gabrielecossutta.github.io/

EDUCATION

Video Game Programming
AIV
2021 - 2024

Computer Science
UPO
2019 - 2021

IT and Telecommunications
ITIS Q.SELLA
2013 - 2018

SKILLS

Programming

Unity

Unreal Engine

C#

C/C++

Python

LANGUAGE

Italian native

English intermediate

About me

Passionate about video games since childhood, growing up I've come to understand that the joy experienced while playing can also be felt in creating them. I love learning about new topics and acquiring new skills.

Experiences

Programmer
Inoma s.r.l 2025 - Present
C#, Visual Basic, SQL, JavaScript, HTML

Summer Game Jam
TheXPlace 2024
Airport Delivery Guy a isometric arcade game developed with Unity (theme: travel) with other Designer, Artist and Developer of AIV. https://entoni1122.itch.io/adg

Employee
McDonald's BIELLA 2021 - 2025
It helped me improve my teamwork

Intern
Updates.r.l Summer 2016/ Summer 2017
Pc repair and website revision

Certificates

2024
Soft skills and professional skills
Certificate of Participation

2024
MULTI-AGENT AI
Certificate of Participation

2021 / 2022 / 2023 /2024
Certifications Academy first, second and third year
C#, Object Oriented Programming (OOP), Linear algebra and trigonometry, Game Maker, 2D rendering, Artificial Intelligence, Pathfinding, Unity, Unreal Engine 4, Unreal Engine 5, Python, Audio programming, GIT, Rasterization and Raytracing, GPU programming (DirectX12 and OpenGL), Vulkan, Unreal Engine low-level API

2018
Cisco Networking Academy
Certificate of Completion of Introduction to Cybersecurity course

Other Programming Languages

HTML	**XML**	**PHP**	**GLSL**
CSS	**JSON**	**SQL**	**HLSL**