



# Giorgio Gamba

Software Developer in the Video Game Industry.

**Contact Information**  
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## Employment

### September 2022 - Present

*34BigThings S.R.L.*

Responsible for developing proprietary video games using Unreal Engine and C++. Administrative tools developed in Python and Java. Design and implementation of Gameplay features and Tools, with a strong emphasis on the latter. Independently manage assigned tasks, meet deadlines, and provide weekly progress reports within the team. Collaborate with the feature team to resolve issues and discuss design choices.

### Freelance jobs

Support for accountants in handling financial statements for tax calculation in Java.

## Education

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### December 2019 - April 2022

*University of Turin - Department of Computer Science*

Master's degree in Computer Science with a focus on "Virtual Reality and Multimedia", awarded with a score of 110/110 cum laude. Master's thesis titled "MPAI-SPG: an architecture for game server support in network communication issues and cheating detection", conducted as part of the MPAI Standard Committee and the Department of Computer Science at the University of Turin.

Relevant Coursework:

- Graphic Modeling (vote 30 with honors/30)
- Analysis and Processing of Digital Signals (vote 30/30)
- Image Processing and Computer Vision (vote 30 with honors/30)
- Virtual Reality Systems (vote 30 with honors/30): Exam taken alongside the development of a video game consisting of various challenges in different difficulty levels.

### September 2016 - December 2019

*University of Turin - Department of Computer Science*

Bachelor's degree in Computer Science, awarded with a score of 106/110. Third-year curriculum focused on "Human-Computer Interaction," with an emphasis on Usability, Mobile Programming

and Python language. Bachelor's thesis in Computational Linguistics and Natural Language Processing titled "Extraction of syntactic-semantic information through hypernymic relations in Wikipedia." developed in Java, as many other university projects.

- "Mobile Programming" exam (vote 30/30) taken alongside the creation of "Simple Sample", personally designed and developed app in Flutter/Dart for sounds sampling, sharing and sequencing for electronic music.

## September 2011 - June 2016

*State High School "Augusto Monti", Chieri*

High School Diploma in Science, awarded with a score of 88/100.

# Experiences and Personal Interests

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## "Immagine & Suono" Recording Studio

*Sound Technician*

- Proficient in music production and sound engineering techniques.
- Experience in Audio-Lighting services for live events.

## "Bunkereeno Kollektiv" Music Collective

*Artistic Director for underground electronic music events*

- Organized numerous dance music events in Turin, with an average attendance of over 200 and earnings exceeding €2,000 per event.

## DJ

Performed as a DJ in various clubs in Italy (Azimut Club, Bunker, Rush Club, Millionaire), festivals (Apolide Festival, Grand Rodeo) and abroad (Greece, France).

## Keyboardist

Collaborated with various musical groups in Turin and theatrical musical productions.

- Successfully ran a crowdfunding campaign for the production of the debut album of "Abisso 04," raising €3,500 from 200 supporters through the sale of physical copies and self-produced merchandise.
- Participated in musicals such as "Vuotemor Project 2.0," "Movielifa," and "La legge del tempo," with performances at the "Valdocco" theater in Turin.

# Languages

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- **Italian:** Native
- **English:** Fluent