

Giorgio Gamba

Software Engineer

Contact Work Experience

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Skills

C++ (Proficient)
Unreal Engine (Proficient)
Java (fluent)
Python (fluent)
Git
Unix
JUICE
PyTorch
OpenGL

Languages

Italian: Native
English: Proficient

Interests

DJ
Keyboard Player
Records digger
Electronic music
Berlin enthusiast
Personal Finance

Software Engineer and Game Developer

September 2022 - Present

34BigThings s.r.l. - Turin, Italy

Video game features and tools design and development using C++ and Unreal Engine

- Created race tracks design tool for AI inference, speeding up AI training by 60%
- Developed end-to-end game UI/UX flow, leading a group of 4 engineers
- Implemented game features architecture using C++ reflection, resulting in 40% development time saving

Education

Master's Degree

December 2019 - April 2022

University of Turin - Computer Science Department

Master's degree in Computer Science, grade 110/110 cum laude.

- Focus on Graphics and Artificial Intelligence
- MPAI Standard Committee research thesis based on Deep Neural Networks integration inside game server architecture for communication issues resolution and cheating detection, with obtained accuracy around 95%

Bachelor's Degree

September 2016 - December 2019

University of Turin - Computer Science Department

Bachelor's degree in Computer Science, grade 106/110.

- Third-year curriculum focused on "Human-Computer Interaction"
- Research thesis in Computational Linguistics and Natural Language Processing titled "*Extraction of syntactic-semantic information through hypernymic relations in Wikipedia*", developed in Java

Projects

Simple Sample

February 2021 - June 2021

Flutter and Dart mobile application for sound capturing and real time playback with sampler emulator and sequencer

- Complete application design and development
- Enabled samples sharing through Google Firebase and personal cloud hosting
- Market analysis for product placement