Salvatore Galeotta

Unity/Unreal Developer

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🧠 SKILLS

Backend Development — .NET 8+, REST APIs, EF Core, OAuth, Docker

Frontend & Web — Commercial experience with HTML, CSS, JS, PHP, and SQL.

Unity Engine (C#) — Mobile/WebGL builds, UI and rendering systems, PUN2 multiplayer

Unreal Engine (C++) — Custom gameplay systems, UI widgets, console development

Version Control & Tools — Git (CLI/GitHub/Bitbucket), Jira, NSubstitute, CI/CD

Low-Level/Game Engine Programming — C++, SDL2, Box2D, DirectX, Premake

🎓 EDUCATION

BSc (Hons) Computer Games Software Development
Solent University
2019 – 2022 | Southampton, UK

Electronics Diploma
IISS Augusto Righi
2010 – 2016 | Cerignola, Italy

🪪 PROFILE

I'm a backend and game developer with 3+ years of professional experience across .NET, Unity, and Unreal Engine 5. I specialize in building scalable REST APIs and interactive game systems, with a focus on clean architecture and maintainability. I take pride in writing production-ready code and see development as a craft I continuously refine.

💼 PROFESSIONAL EXPERIENCE

Unreal Developer
West Pier Studio (High Up) ⧉
Oct 2022 – Jun 2025 | Brighton, UK

OLS (Outdoor Living Solutions) — Unity WebGL/iOS Construction Apps
- Led Migration of legacy PHP/ASP.NET ⧉ APIs to .NET 8+ using Entity Framework Core.
- Designed and implemented a database-driven deprecation system and integrated it on an internal QA Dashboard (a Blazor Server app) for easier data management across Development, Staging, and Production environments.
- Contributed to an early implementation of an OAuth-based login flow.
- Resolved UI and rendering issues caused by dynamically generated vertex data.
- Wrote and maintained unit tests to ensure long-term code reliability.
- Participated in recruitment, conducting technical interviews and candidate evaluations alongside lead developers.

OLS Data Model – Shared Data Layer
- Led the creation of a shared repository containing the request and response data models used by the 3 OLS Unity apps, the internal QA Dashboard, and the backend API.
- Distributed models as Unity UPM packages and .NET NuGet packages to enforce consistency and reduce code duplication.
- Solved compatibility challenges between modern .NET features (e.g., init, records) and Unity's limitations.
- Automated the entire build and deployment process using Bitbucket Pipelines.

HighUp – Unreal Vehicle Customization Demo
- Led the development of a modular vehicle customization system with part, color, and livery swapping using Blueprints and Actor Components.
- Built contextual camera systems for free-look, rotation, and UI-based focus transitions.
- Designed reusable UI widgets, including a carousel UI system.
- Collaborated with designers to streamline model import workflows and UI layouts creation.
- Built a portable custom Unreal Engine 5 from source with integrated PS5 SDK tools.

📊 SOLO PROJECTS

DeadFrame2D ⧉
Custom 2D Game Engine (C++)
2024 – Present
- Scene system with ECS architecture.

- Supports tilemaps (including Tiled), camera-based rendering, Audio listeners, physics integration using Box2D ⌐ , debug mode, coroutine scheduling, gamepad input, and more.
- Cross-platform setup with Premake.
- Used to develop *BobbleBlast* ⌐ (puzzle shooter) and a *Retro Platformer* ⌐ demo (Mario-style demo).

Army's Heaven

Online FPS

2022 – present

Single Player/Multiplayer FPS game that uses PUN2 (Photon Unity Package) for its multiplayer backend. This game started as a multiplayer project but I am currently focusing on the single-player mode that will provide a campaign of a few hours, and introduce all the mechanics that I will transfer back into the multiplayer mode (such as a new character controller, guns with proper animations, AI agents, and new shooting mechanics).