

# Salvatore Galeotta

## Unity/Unreal Developer

✉ [salvatoregaleotta16@gmail.com](mailto:salvatoregaleotta16@gmail.com)

☎ +44 7519568875

📍 Brighton

🌐 <https://github.com/Adamska-01>

🖱 <https://adamska-01.github.io/SalvatoreG.github.io/>

in <https://www.linkedin.com/in/salvatoregaleotta-10baa9127/>

## SKILLS

Unreal Engine (C++)

Unity Engine (C#)

Console Development with Unreal

Photon Unity Networking (PUN2)

SDL, DirectX (C/C++)

Familiar with Python, SQL

Version control tools (GitHub)

UI/Gameplay Programming

Basic 3D modelling (3DSMax, Blender)

## EDUCATION

### BSc (Hons) Computer Games Software Development

Solent University

2019 – 2022 | Southampton, UK

### Electronics Diploma

IISS Augusto Righi

2010 – 2016 | Cerignola, Italy

## PROFILE

I am a Unity/Unreal developer with 1+ years of industry experience. Currently, I am actively engaged in developing an Unreal Demo at West Pier Studio, and I am eager to seize the perfect opportunity to collaborate with a larger development team.

## PROFESSIONAL EXPERIENCE


### Unity/Unreal Developer

West Pier Studio (High Up) 

Oct 2022 – present | Brighton, UK

- Developed a full vehicle customization system (Parts, colors, liveries) demo in Unreal engine.
- Implementation of blueprints that allow designers to easily create vehicle parts (eventually adding functionalities such as color/livery swap thanks to actor components) and add them to the game.
- Created a fully packaged (portable) version of Unreal with PlayStation 5 build support to speed up the building process.
- Designed and implemented custom UI widgets to overcome Unreal's UI limitations, such as pop-up buttons, bindable widgets, and a carousel system.
- Designed and Implemented a proxy to easily bind widget events without the use of Unreal Functions.
- Developed a custom UI navigation system that works with gamepads.


### Gameplay Programmer

Mysteric Studio (Iskandar: The Spear of Truth) 

2021 – 2022 | Southampton, UK

- Developed a top-down adventure game using Unity with a team of 15-20 people, including designers and artists.
- Responsible for the implementation of the inventory system (including UI linkage), equipment (with stats update), shop (buy/sell items), loot system, accessories and items functionalities, quest system, and some of the puzzles.

### Gameplay/Asset programmer

SleepyTime Studio (Hypersomnia) 

2021 | Southampton, UK

- Developed a first person horror game using Unity with a team of 8-9 people.
- Responsible for the implementation of player stats, interactable items, player animations, puzzles, and level loader.

## SOLO PROJECTS

### 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, and new shooting mechanics).