Salvatore Galeotta

Software Developer



- Italy
- +39 3273827682
- https://github.com/Adamska-01
- https://adamska-01.github.io/SalvatoreG.github.io/
- https://www.linkedin.com/in/salv atore-galeotta-10baa9127/

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



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

Software Developer

West Pier Studio ☑ Oct 2022 – Jun 2025 | Brighton, UK

OLS (Outdoor Living Solutions) — Unity WebGL/iOS Construction Apps

- Took ownership of the 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

- Took ownership of 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** 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 - Vehicle Customization Demo (Unreal Engine 5)

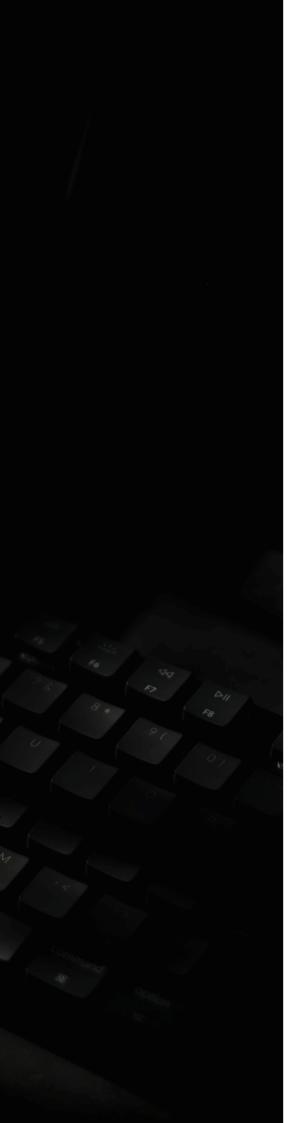
- Took ownership of the development of a modular vehicle customization system with part, color, and livery swapping using C++ and Blueprints.
- Built contextual **camera systems** for free-look, rotation, and UI-based focus transitions.
- Designed reusable **UI widgets**, including a **carousel** UI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

SOLO PROJECTS

DeadFrame2D ☑ 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 the following games
 - *BobbleBlast* ☑ a classic puzzle-style bubble shooter.
 - *Retro Platformer* ☑ a platform demo inspired by Super Mario.

Army's Heaven

Online FPS

2022 - present

A single-player and multiplayer FPS using **PUN2** ② (**Photon Unity Networking**) for **client-side multiplayer networking**, with **Photon Cloud** handling authoritative server functionality

Originally designed as a multiplayer game, the current focus is on developing a single-player campaign of a few hours. This campaign introduces new mechanics — including an **enhanced character controller**, **fully animated weapons**, **AI-controlled enemies**, and **refined shooting systems** — which will later be incorporated into the multiplayer mode.