

# MATTEO GRAIZZARO

## GAME PROGRAMMER

### ABOUT ME

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Highly motivated and passionate Game Programmer with 3+ years of experience developing Unity games. Skilled in implementing reusable C# code and acquainted with the new high-performance Unity DOTS. Shipped 3 games for PC and Android platforms. Honest and open-minded attitude allowing to develop strong bonds in collaborating teams and communities.

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### CONTACTS

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 <https://www.vacui.github.io>  
 [in/matteo-graizzaro](https://www.linkedin.com/in/matteo-graizzaro)

### SKILLS

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 Unity	 Notion
 Git	 C#
 GitHub	 MySQL
 Trello	 PHP

### EDUCATION

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#### Game Design

Event Horizon School  
Padua, IT | 2020

#### Computer Science

I.T.I.S V.E MARZOTTO  
Valdagno, IT | 2017

### EXPERIENCE

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More details and links to source code on my [website](#)

#### PLOPPEM 2

Personal Project / May 2021 - Jul 2021

- Implemented the new Unity DOTS & ECS to exponentially improve game performance
- Improved user experience by removing frictional elements of the game design & visuals

#### TUNNEL

Personal Project / Feb 2021 - May 2021

- Developed a fully functional PC game using Unity Game Engine and other tools
- Coded a maze random generation using the A\* pathfinding algorithm
- Designed and polished a minimal art style to maximize gameplay readability

#### PLOPPEM

Personal Project / Jul 2020 - Jan 2021

- Built a UI framework composed of custom scripts and inspectors
- Coded endless replayability through scripted waves of enemies with increasing difficulty

#### OATH

School Project / Sep 2018 - Jul 2019

- Created the file nomenclature and flexibly modified it, by listening to feedback from different departments.
- Organized all interactions between departments by introducing and managing the Trello project page

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## LANGUAGES

Italian | Native  
English | Proficient

## INTERESTS

 Videogames  
 Anime  
 Reading  
 Writing

## PUBLICATIONS

### WHAT STEAM WILL LOOK LIKE IN 3 YEARS

Jan 2021 / *Featured on Gamasutra*

By analyzing data gathered using Steam's official API, I try to predict the prices, numbers, and genres of games that will be released between 2021-23.

[Read it](#)

### GOING DEEP IN THE STEAM REVIEWS

Jun 2020

What can be said about the first 3 years of a free Steam game called Robocraft, by analyzing its review numbers and score, gathered using Steam's official API.

[Read it](#)