

MATTEO GRAIZZARO

JUNIOR GAME PROGRAMMER









ABOUT ME

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.

CONTACTS

 +39 393 968 4029
 graizzaromatteo@gmail.com
 <https://www.vacui.github.io>
 [in/matteo-graizzaro](https://www.linkedin.com/in/matteo-graizzaro)

SKILLS

 Unity	 Notion
 Git	 C#
 GitHub	 MySQL
 Trello	 PHP

EDUCATION

Game Design

Event Horizon School
Padua, IT | 2020

Computer Science

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

EXPERIENCE

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

- Organized all interactions between departments by introducing and managing the Trello project page

MATTEO GRAIZZARO

JUNIOR GAME PROGRAMMER





CONTACTS

 +39 393 968 4029
 graizzaromatteo@gmail.com
 <https://www.vacui.github.io>
 [in/matteo-graizzaro](https://www.linkedin.com/in/matteo-graizzaro)

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](#)