

# MATTEO GRAIZZARO

## GAME PROGRAMMER

### ABOUT ME

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Game Programmer graduated in Computer Science with more than 4 years of experience developing PC and mobile videogames using both Unity and Unreal Engine in C#, C++, and other coding languages, and author of several publications on Gamasutra. Honest and open-minded attitude allowing to develop strong bonds in collaborating teams and communities.



+39 393 968 4029



[graizzaromatteo@gmail.com](mailto:graizzaromatteo@gmail.com)



[vacui.github.io/](https://vacui.github.io/)



[in/matteo-graizzaro](https://in/matteo-graizzaro)

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### EXPERIENCE

More details and links to source code on my website: <https://vacui.github.io/>



#### Whatwapp - Burraco team

Junior Game Developer / Oct 2021 - Present

- Designed and Implemented game features with other members of Burraco's team.
- Took responsibility for migrating existing game features from the old GameSparks-based server infrastructure to the new Nakama one.
- Tested extensively the game to spot and sequentially fix bugs and other edge cases.



C#



TypeScript



Kibana



Firebase



Grafana



Asana



Slack



#### 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



C#



Git



GitHub



#### 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



C#



Git



GitHub



#### PLOPPEM

Personal Project / Jul 2020 - Jan 2021

- Built a UI framework composed of custom scripts and inspectors



C#



Trello



Git



GitHub

# MATTEO GRAIZZARO

## GAME PROGRAMMER

### PUBLICATIONS

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#### 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](#)



PHP



MySQL

#### 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](#)



PHP



MySQL

### 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

### LANGUAGES

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Italian | Native

English | Proficient