

Summary

Game Programmer graduated in Computer Science and experienced in designing and developing videogames. Developer of two mobile games and author of several publications on Gamasutra.

Looking to leverage the knowledge and skills gained from solo development and education in a successful career.

Experience

Ploppem - Solo Game Developer

Github: <https://github.com/Vacui/Ploppem>

07/2020 – 01/2021

- Developed the game from scratch using Unity Game Engine and other tools.
- Implemented a UI structure easily manageable and expandable.
- Programmed infinite replayability through endless waves of enemies, with increasingly difficult stats calculated using predefined formulas.
- Tested the implementation of a monetization system, based on non-intrusive Ads and in-app purchases of customizations such as new backgrounds and costumes for protagonist and UI.
An example of the customizations is present without limitations in the downloadable version.
- Improved game design and online presentation using the feedback provided by testers gathered through various ways, such as constant updates stream on Twitter.

Nodib - Solo Game Developer

Github: <https://github.com/Vacui/Nodib>

06/2020

- Developed the game from scratch using Unity Game Engine and other tools.
- I dedicated a great amount of attention when developing the game systems by iterating regularly using feedback collected on forums and social media.
- Implemented free-to-use material, to speed up the game development process and polish the user experience.

Oath - Game Designer and Producer

09/2018 – 07/2019

- I introduced and managed the Trello project page, increasing the game development efficiency by speeding up communication between departments and centralizing the management of tasks.
- I created the file nomenclature and flexibly modified it, by listening to feedback from different departments.

Publications

Ploppem Postmortem: My unknown game

05/01/2021

Post mortem of my biggest project so far, Ploppem. I listed what went well and wrong during development and what I planned to do differently with my next game.

Gamasutra: www.gamasutra.com/blogs/MatteoGraizzaro/20210105/375768/Ploppem_Postmortem_My_unknown_game.php

Medium: <https://matteograizzaro.medium.com/ploppem-postmortem-my-unknown-game-6f3794f1e5f6>

What Steam will look like in 3 years

11/12/2020

By analyzing data of all games on the Steam platform gathered using its official API, I try to predict the prices, numbers, and genres of future titles that will be released between 2021-23.

Gamasutra: www.gamasutra.com/blogs/MatteoGraizzaro/20201211/374136/What_Steam_will_look_like_in_3_years.php

Medium: <https://matteograizzaro.medium.com/what-steam-will-look-like-in-3-years-40b496b48a9>

Going deep in the Steam reviews

29/06/2020

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.

Gamasutra: www.gamasutra.com/blogs/MatteoGraizzaro/20200629/365397/Going_deep_in_the_Steam_reviews.php

Medium: <https://atteograizzaro.medium.com/going-deep-in-the-steam-reviews-2b663a152179>

Education

2017 - 2020 **3 years' Game Design course** - Event Horizon School, Padua

2012 - 2017 **High School Diploma in Computer Science** - IIS "Marzotto Luzzati"