# Matteo Graizzaro
## Game Programmer

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. Possess an honest and open-minded attitude allowing the development of strong bonds in collaborating teams and communities.

## Contact

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## Education

2020 | Padua, IT
**Game Design**
Event Horizon School

2017 | Valdagno, IT
**Computer Science**
I.T.I.S V.E Marzotto

## Language

**Italian ● Native**

**English ● Proficient**

## Experience

**Oct 2021 - Present**
Whatwapp | Milan, IT
### Junior Game Developer - Burraco

- Restructured existing backend solutions to improve the game features scalability
- Designed and implemented server-based multiplayer game systems
- Took responsibility for migrating existing game features from the old GameSparks-based server infrastructure to the new Nakama one
- Tested the game extensively to spot and sequentially fix bugs and other edge cases
- Supported the Customer Care Team writing tools to give them access to players' data

TypeScript  Nakama  Kibana  Firebase  Grafana  Asana  Slack  Git

**May 2021 - Jul 2021**
Ploppem 2 | Personal Project
### Game Developer

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

C#  Git

**Feb 2021 - May 2021**
Tunnel | Personal Project
### Game Developer

- 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

## Publications

### What steam will look like in 3 years                    Read More
Jan 2021 | Gamasutra [Featured]

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.

### Going deep in the Steam reviews                    Read More
Jun 2020 | Gamasutra

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.