

Matteo Graizzaro

Junior Game Programmer

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in/matteo-graizzaro

Junior Game Programmer with a Computer Science degree and plenty of experience prototyping and developing Unity games in C#. Respectful of other opinions and ready to seek help when needed.

Experience

Links

- **Tunnel** *Solo Game Developer*



Maze game developed using all the skills I accumulated so far. The minimal art style and helpful systems assist the player in the search for the exit from the deep fog. An endless stream of randomly generated maps offers a never ending new experience.

- **Ploppem** *Solo Game Developer*



Endless runner android game playable one-handed. The player's goal is to fend off the waves of enemies that appear and start traveling across the screen, by touching them. Each one is equipped with a timer at the end of which they disappear taking away a life of the player in the process.

- **Oath** *School Project*



A hack n 'slash set in Japan, where the player controls a shinobi girl who's on a journey to rid her land of invading monsters.

I managed the interaction between departments in a team of over 20 people, automating and introducing rules and nomenclatures in platforms such as Trello and Google Drive.

Publications

Links

- **What Steam will look like in 3 years**



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.

- **Going deep in the Steam reviews**



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.

Education

2017 - 2020 **3 years' Game Design course**

Event Horizon School, Padua

2012 - 2017 **High School Diploma in Computer Science**

IIS "Marzotto Luzzati"