# MATTEO GRAIZZARO
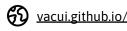
## GAME PROGRAMMER

## 👤 ABOUT ME

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.

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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

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## GAME PROGRAMMER

## 📰 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

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

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

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

## 🅰 LANGUAGES

Italian | Native

English | Proficient

Fade Image source, Icons from Simple Icons and Material Design Icons