

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.

CONTACTS

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 <https://vacui.github.io/>
 <in/matteo-graizzaro>

SKILLS

 Unity	 UE4
 C#	 TypeScript
 MySQL	 PHP
 Git	 GitHub
 Asana	 Slack
 Trello	 Notion

EDUCATION

Game Design

Event Horizon School
Padua, IT | 2020

Computer Science

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

EXPERIENCE

More details and links to source code on my [website](#)

Whatwapp - Burraco team

Junior Game Developer / Oct 2021 - Present

- Adapted existing server-side code to migrate it between the existing Game Sparks infrastructure to the Nakama one.
- Tested extensively the game to spot and sequentially fix bugs and other edge cases.

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

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

PLOPPEM

Personal Project / Jul 2020 - Jan 2021

- Built a UI framework composed of custom scripts and inspectors
- Coded endless replayability through scripted waves of enemies with increasing difficulty

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[in/matteo-graizzaro](https://www.linkedin.com/in/matteo-graizzaro)

LANGUAGES

Italian | Native

English | Proficient

INTERESTS



Videogames



TV



Reading



Writing

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](#)

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](#)