MATEO SCARPETTA
Gameplay / Network Developer

📞 07 63 30 52 15   👤 23 year old

✉️ leikyz17@outlook.com   🚗 Driver license

🔗 **Portfolio**   📍 Nîmes (Mobile)

ABOUT ME

Final-year Game Programming student specializing in networking.

Passionate about creating efficient connected gaming experiences.

TECHNOLOGIES

LANGUAGES

French (Native)
English (B2)

INTERESTS

Fitness
Scuba Diving
Tennis

SOFTSKILLS

Adaptability & Flexibility

Learning Agility

Passion & Self-Motivation

Communication & Listening

Effective communication

EXPERIENCE

2025

LKZ Network `C++` `Multithread` `ECS` `IOCP` `Solo`
Efficient lightweight, high-performance networking engine for real-time multiplayer on Windows and Linux.

Dead Protocol `C#` `Unity` `Multiplayer` `Solo`
Online Third-person shooter featuring my custom network engine.

ExtractionZ `C#` `Unity` `ECS` `Netcode` `8 weeks`
Competitive FPS, blending team play and zombie survival.
- Advanced FPS / Camera controller
- Synchronization of player, shooting, and visual effects
- Custom full body awareness using procedural animation

2024

Iron Diver `C++` `SFML` `Box2D` `8 weeks`
2D exploration game with battles and shop management.
- Shop / Boost
- Save management

2021

Ullo 🤲 **VR Development Intern** `C#` `Unity` `5 weeks`
Developed a Unity VR prototype to assist users with disabilities.
- Designed levels and objectives.
- Enabled object interactions using EEG signals.
- Implemented a breathing controlled flying course.

EDUCATION

2023 - 2026 **Bachelor in Game Programming**
Creajeux - Nîmes, France

2020 - 2022 **BTS SIO – SLAM (Two-year Technical Degree in IT)**
Venise Verte High School - Niort, France

2018 - 2020 **French Baccalaureate, with honours**
Léonce Vieljeux High School - La Rochelle, France