



# MATEO SCARPETTA

## Gameplay / Network Developer

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🔗 [Portfolio](#)

👤 23 year old

🚗 Driver license

📍 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  
Problem-Solving  
Rigor  
Quick Learning  
Collaboration

2025

### EXPERIENCE

**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 Vieiljeux High School - La Rochelle, France