



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

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
Creajoux - 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