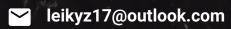


MATEO SCARPETTA

Gameplay / Network Developer



23 year old



Driver license





ABOUT ME

Final-year Game Programming student specializing in networking.

Passionate about creating efficient connected gaming experiences.

TECHNOLOGIES













EXPERIENCE

LKZ Network C++ Multithread ECS 10CP 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 8 weeks Netcode

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

LANGUAGES

French (Native) English (B2)

INTERESTS

Fitness Scuba Diving Tennis

SOFTSKILLS

Adaptability & Flexibility Learning Agility Passion & Self-Motivation Communication & Listening Effective communication

2024 Iron Diver C++ SFML



Box2D

8 weeks

2D exploration game with battles and shop management.

- Shop / Boost
- Save management

2021

2025

Ullo & VR Development Intern C# Unity

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

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

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