Matteo Graizzaro

Game Programmer

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. Possess an honest and open-minded attitude allowing the development of strong bonds in collaborating teams and communities.

Contact

Phone
+39 393 968 4029

Email
graizzaromatteo@gmail.com

Website
vacui.github.io

Linkedin
in/matteograizzaro

Education

2020 | Padua, IT
Game Design
Event Horizon School

2017 | Valdagno, IT
Computer Science
I.T.I.S V.E Marzotto

Language

Italian ● Native

English ● Proficient

Experience

Oct 2021 - Present
Whatwapp | Milan, IT
Mid Game Developer - Burraco

- Restructured existing backend solutions to improve the game features scalability
- Designed and implemented server-based multiplayer game systems
- Took responsibility for migrating existing game features from the old GameSparks-based server infrastructure to the new Nakama one
- Tested the game extensively to spot and sequentially fix bugs and other edge cases
- Supported the Customer Care Team writing tools to give them access to players' data

C#   TypeScript   Nakama   Firebase

May 2021 - Jul 2021
Ploppem 2 | Personal Project
Game Developer

- Implemented the new Unity DOTS & ECS to exponentially improve game performance
- Improved user experience by removing frictional elements of the design & visuals

C#

Feb 2021 - May 2021
Tunnel | Personal Project
Game Developer

- 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

C#

Publications

What steam will look like in 3 years   Read More

Jan 2021 | Gamasutra [Featured]

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.

Going deep in the Steam reviews   Read More

Jun 2020 | Gamasutra

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.