



# 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

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### Email

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### Website

[vacui.github.io](http://vacui.github.io)

### Linkedin

[in/matteograizzaro](https://in.linkedin.com/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

#### Junior 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



TypeScript



Nakama



Kibana



Firebase



Grafana



Asana



Slack



Git

### 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#



Git

### 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#



Git

## 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.