

Matteo Marelli

Portfolio:

<https://matteomarelli.itch.io>

GitHub

<https://github.com/Teo12222>

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Profile

Passionate and driven programmer with years of hands-on experience in C++, C#, Unity and Unreal - coding since age 10. Now in my final year of a Computer Games Programming degree, I am always looking to push boundaries and learn something new. My portfolio reflects this mindset, with ambitious projects and two back-to-back university game jam wins.

Years of homeschooling and academic work have sharpened my time and project management skills, while mentoring others last year has helped me grow strong soft skills like empathy, collaboration, and adaptability.

During Summer 2025, I completed two internships, one leading a technical project, the other contributing to a live game at an indie studio alongside a game designer.

Key Skills

Professional Skills - Communication, Software Development, Creative Problem Solving, Agile, Adaptability, Teamwork, Time management, Project Management, Self-Management, Empathy, Team Leadership, Pitching

Technical Skills - C++, C#, Unity, Unity HLSL, Unreal C++ and Blueprint, Unreal Plugins, OpenGL, GLSL, Python, Git Source Control, Photoshop, Premiere Pro, Autodesk Maya, Substance 3D Painter, Blender, Marmoset Toolbag, MetaSDK, FMod, VR, Microsoft Azure, Open XR, PlayStation Development, Multiplayer Development (Unreal and Unity), Motion Capture (Mocap), Procedural Content Generation (PCG)

Work Experience

July-August 2025: Junior Game Developer – Unreal

Tranquil Turtle Studios, Remote Internship

Worked in an indie studio contributing to the development and refinement of game systems within Unreal Engine.

I successfully implemented two minigames following a Game Design Document ahead of the given time frame and contributed clean, scalable solutions to core systems.

June-July 2025: Research Assistant – Lead VR Programmer – Unity

[King Æthelstan Project](#), Kingston University, Remote

Was part of a Mixed Reality project which used Unity to build an experience for public showcase.

I led the coding aspect of the project while serving as the main point of contact between the modelling and sound teams. Furthermore, I learnt how to use the MetaSDK, integrate FMod in VR and utilise Azure services for text-to-speech, lip-syncing, and OpenAI ChatGPT responses.

From March 2025: Student Ambassador, Kingston University, London

Supporting university open days by sharing personal experiences from the Computer Games Programming course and presenting my portfolio to prospective students and visitors. Assisted with events on campus.

Sept 2025 to May 2025: Teaching Assistant, Kingston University, London

Supporting students at workshops by explaining concepts in easier terms, sharing my experience of the modules they are studying. Delivered academic support to students through both one-to-one guidance and small groups.

From Feb 2024: Voluntary Teaching (Unity), CoderDojo, Kingston University, London

Mentoring children and teens in Unity, guiding them through learning materials and teaching new game concepts to support their growth.

Education

From Sept 2023 Computer Games Programming (BSc), Kingston University

Third Year Modules: Game and Media Production and Generative AI Prototyping, Multiplayer and Game Console Programming, Modelling and Animation, Individual Project

Second Year Result – 90%. Second Year Modules: Professional Game Development Environments, 3D Graphics Programming and Artificial Intelligence, Introductory Digital Media and CGI, Computing Systems

First Year Result – 95%

Homeschooled From Sept 2016 to June 2023:

A level: Mathematics – A*; Statistics – A*; Computer Science - A*

GCSEs: Six 9s (including Maths, English Language and Science); Three 8s

About Me

Interests: Gaming (Peaked top 0.952% League of Legends), Drumming (in a band for a year), Classical Piano

Conferences: Guildford Games Festival 2024, 2025

Develop Brighton 2024, 2025 showcasing projects at Kingston University Stand

Latest Academic Projects

Knights Resurrection – Unreal 5 with C++ - Group Project – Mastering Unreal C++ and PCG

Open World Game with World Partition. I created all the major systems from the inventory, dialogue, NPCs and quest system all in C++. Created unique biomes for the environment using PCG. Implemented the first act of a complex story, with many side quests given by NPCs, using the intricate system implemented by me.

VR Drum Simulator – Unity Open XR with PlayStation VR2 – Intricate FMod Integration

Immersive VR Experience where players can practice on a virtual drum kit, customize their drum kit and play along songs. FMod is fully integrated, where each drum has three zones, and each zone has four hardness levels and four variations, creating a realistic drumming experience.

Hide & Seek: Reborn – Unity 3D using Netcode – Multiplayer Game, VFX Graph for LIDAR Effect

Multiplayer game using Sessions, where I learnt correct client-server architecture using ServerRPC, ClientRPC and Network Variables. Explored unique ways of interpreting environments, by using point-clouds where players can use scanners to reveal details, using Unity VFX Graph, while keeping it synchronised over the network.

Rise of the Void – Unreal 5 with C++ – Group Project – Multiplayer Game, Exploration of PCG

I created an intricate cave generation system using PCG, Geometry Script and Chaos Destruction. Additionally, I learnt how to use C++ in UE5 and how replication and RPCs work between servers and clients.

OpenGL Projects – OpenGL with assisting library – Experimenting with OpenGL and GLSL

Developed two OpenGL projects using advanced graphics techniques, with Frame Buffer Objects, VBOs, VAOs, and intricate GLSL shaders. A dynamic water scene with reflections and wave effects, and a final scene featuring computer shader-based Marching Cubes, post-processing, and chunk-based terrain for real-time terraforming.

You can find all my projects on my [portfolio](#) and read more information on each of them

Honor & Awards

Feb 2026, **Runner Up Prize** in Computer Science Category at Bright Ideas 2026 by Kingston University

From over 200 applicants, I reached the final 49 and pitched my VR Drum Simulator to five industry experts. The process sharpened my pitching and presentation skills, leading to a second-place finish and a £250 prize.

May 2025, **Best Solo Project** inKUbator Game Jam 2025 by Kingston University

Awarded first place for Solo Project and second overall at the 2025 inKUbator Game Jam at Kingston University. Developed a complete game in 72 hours around the theme "Automation Anxiety," competing against master's students during my second year.

May 2024, **Winner** inKUbator Game Jam 2024 by Kingston University

Awarded first place at the inKUbator Game Jam 2024 at Kingston university in my first year of university, competing against final year and master students. This consisted of 48 hours of development to produce a working game which follows the theme of "Everything Falls Apart". The game has been published on [Steam](#)