

MATTEO SILVESTRO

I'm a passionate but down-to-earth developer with a mathematician's mindset.

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Videogames

▲ One in a Thousand: Clover Book

Solo project • Unity • Windows/WebGL/Android
Itch • 01/02/2026 / [Play Store](#) • 16/02/2026 / [Steam](#) • 08/04/2026

A minimalist hidden-object game built around finding the only four-leaf clover in a field of clovers.

- ◆ Handled a huge number of objects via GPU instancing and shaders
- ◆ Implemented algorithms such as Poisson-disc sampling and Voronoi diagram for points distribution in space
- ◆ Implemented a provider-agnostic achievement system (with support for both Play Store and Steamworks)
- ◆ Created all assets by myself (fonts aside)

● Galactic Bazaar

Game jam • Unity • WebGL/Windows
Itch • 09/04/2025

A small adventure game in which you need to barter with merchants to complete your collection.

- ◆ Created a simple but effective dialogue tree and inventory system
- ◆ Collaborated with multiple technical and non-technical people via a kanban tool

● Laser Lizard

Game jam • Unity • WebGL/Windows/Android
Itch • 31/01/2022 / [Play Store](#) • 27/02/2022

A side-scrolling arcade game in which you control a kaiju and must destroy the city.

- ◆ Handled multiple object transformations via C# events in a performant way
- ◆ Ported the game to mobile with touch controls

● MCTS Contest

Thesis project • LÖVE • Windows
Github • 10/10/2015

A Monte Carlo tree search (MCTS) AI built to play Pokémon Contests (Alpha Sapphire/Omega Ruby).

- ◆ Implemented an MCTS AI that wins reliably
- ◆ Researched and understood the underlying mathematical concepts

Other experiences

▲ Full-Stack Developer

Gorgias
05/2023–now

- ◆ Followed domain-driven design for better separation of concerns and collaboration across teams
- ◆ Worked closely with non-technical product owners to deliver features in time
- ◆ Focused on reliability to make sure phone calls and messages are delivered without issues for both small and enterprise customers

Backend Developer

Casavo
05/2021–05/2023

- ◆ Worked with an agile framework using an iterative and incremental approach
- ◆ Developed a microservice for image enhancement using mathematical projections

Mathematics and Statistics Studies

University of Turin
09/2012–04/2018

Achieved a Master's degree with a solid knowledge of calculus, geometry, probability and statistics.

Skills

Languages

■■■■■ Italian
■■■■ English
■■ Japanese

Technologies and tools

■■■■ Unity
■■■■ C#
■■■ HLSL
■■■ Lua
■■■■■ Python
■■■■ HTML/CSS