Salvatore Galeotta

Software Developer

Italy

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GitHub

Portfolio Website

LinkedIn

SKILLS

Backend Development — .NET 8+, REST APIs, EF Core, OAuth, Docker

Frontend & Web — Commercial experience with HTML, CSS, JS, PHP, and SQL.

Unity Engine (C#) — Mobile/WebGL builds, UI and rendering systems, PUN2 multiplayer

Unreal Engine (C++) — Custom gameplay systems, UI widgets, console development

Version Control & Tools — Git (CLI/GitHub/Bitbucket), Jira, NSubstitute, CI/CD

Low-Level/Game Engine Programming — C++, SDL2, Box2D, DirectX, Premake

EDUCATION

BSc (Hons) Computer Games Software Development
Solent University
2019 – 2022 | Southampton, UK

Electronics Diploma
IISS Augusto Righi
2010 – 2016 | Cerignola, Italy

PROFILE

I'm a backend and game developer with 3+ years of professional experience across .NET, Unity, and Unreal Engine 5. I specialize in building scalable REST APIs and interactive game systems, with a focus on clean architecture and maintainability. I take pride in writing production-ready code and see development as a craft I continuously refine.

PROFESSIONAL EXPERIENCE

Software Developer
West Pier Studio
Oct 2022 – Jun 2025 | Brighton, UK

OLS (Outdoor Living Solutions) — Unity WebGL/iOS Construction Apps

- Took ownership of the Migration of legacy **PHP/ASP.NET** APIs to **.NET** 8+ using **Entity Framework Core**.
- Designed and implemented a database-driven **deprecation system** and integrated it on an internal QA Dashboard (a **Blazor Server app**) for easier data management across **Development, Staging, and Production environments**.
- Contributed to an early implementation of an **OAuth**-based login flow.
- Resolved UI and rendering issues caused by dynamically generated vertex data.
- Wrote and maintained **Unit Tests** to ensure long-term code reliability.
- Participated in **recruitment**, conducting technical interviews and candidate evaluations alongside lead developers.

OLS Data Model – Shared Data Layer

- Took ownership of the creation of a shared repository containing the **request and response data models** used by the 3 OLS Unity apps, the internal QA Dashboard, and the backend API.
- Distributed models as **Unity UPM** and **.NET NuGet packages** to enforce consistency and reduce code duplication.
- Solved compatibility challenges between modern .NET features (e.g., init, records) and Unity's limitations.
- Automated the entire build and deployment process using **Bitbucket Pipelines**.

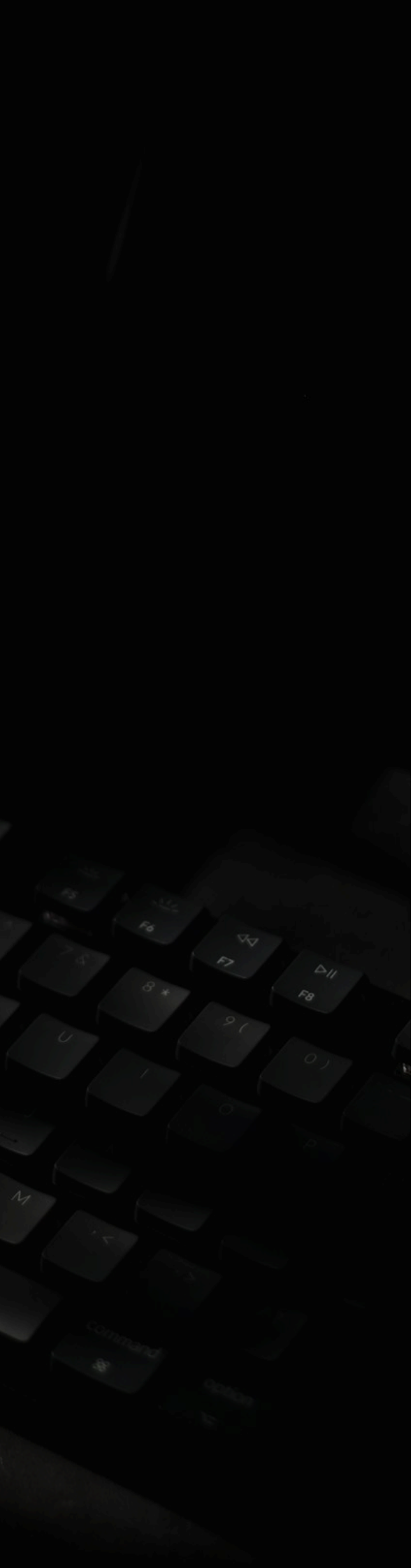
HighUp – Vehicle Customization Demo (Unreal Engine 5)

- Took ownership of the development of a **modular vehicle customization system** with part, color, and livery swapping using **C++** and **Blueprints**.
- Built contextual **camera systems** for free-look, rotation, and UI-based focus transitions.
- Designed reusable **UI widgets**, including a **carousel** UI system.
- Collaborated with designers to streamline vehicle model import workflows (using **Actor Components**) and UI layouts creation.
- Built a **portable custom Unreal Engine 5** from source with integrated **PS5 SDK tools**.

SOLO PROJECTS

DeadFrame2D
2D Game Engine (C++)
2024 – Present

- **Scene system** with **ECS architecture**.



- Supports **tilemaps** (including Tiled), **camera-based rendering**, **Audio listeners**, **physics** integration using **Box2D** , **debug mode**, **coroutine** scheduling, **gamepad input**, and more.
- **Cross-platform** setup with Premake.
- Used to develop the following games
  - ***BobbleBlast*** - a classic puzzle-style bubble shooter.
  - ***Retro Platformer*** - a platform demo inspired by Super Mario.

Army's Heaven
Online FPS
2022 – present

A single-player and multiplayer FPS using **PUN2** (**Photon Unity Networking**) for **client-side multiplayer networking**, with **Photon Cloud** handling authoritative server functionality

Originally designed as a multiplayer game, the current focus is on developing a single-player campaign of a few hours. This campaign introduces new mechanics — including an **enhanced character controller**, **fully animated weapons**, **AI-controlled enemies**, and **refined shooting systems** — which will later be incorporated into the multiplayer mode.