

📍 Stockholm, SE | 📁 [Portfolio](#) | 🔗 [LinkedIn](#) | 🐙 [Github](#) | ✉️ mattiametry@pm.me

Creative technologist with 8+ years of programming, from shaders and low-level graphics to desktop tools and shipped games. I've been the sole engineer at an indie game studio, built pipelines that let designers work without waiting on code, and written software whose output went straight to an industrial printer. Now studying for an MSc in Interactive Media Technology at KTH, focusing on HCI and prototyping. I'm looking for work where software meets the physical world, from first prototype to finished product.



EXPERIENCE

Tech Lead | PEC Game Design & Diditopia Games

Full Time 01.2025 - 08.2026 | now freelance consulting

- Sole technical person on a 5-person team of designers, artists and marketers, responsible for all engineering from first prototype to public release
- Built in-engine tools and content pipelines that let designers and artists create and tweak various systems and aspects of the games without a programmer.
- Shipped two games on Steam and a browser-based WebAR experience
- Optimized 3D models and textures in Blender to fit performance budgets on mobile browsers.

Unity 2D & 3D

C#

GitHub

Web AR

Prototyping

Tools Dev

Blender

Technical Artist | Freelance for I Knew It! - Games

Freelance 08.2024 - 12.2024

- Designed and built a custom 2D lighting system in Unity with HLSL and compute shaders, supporting dynamic shadows with hand-painted day/night assets.
- Created shaders and VFX in close collaboration with the art team
- Improved rendering performance by reducing draw calls and shader cost via batching, optimized culling and simplifying shader-graphs.

Unity 2D

HLSL

Profiling

Optimizations

Software Engineer | Lucerne University of Applied Sciences and Arts

Part Time 10.2023 - 07.2024

- Lead developer of a desktop app (Electron, Node.js) that generates non-repeating patterns, such as terrazzo, for printing onto solar panels
- Limited output to a preset palette of printable colors that keep the loss in panel efficiency within acceptable limits
- Let designers generate and iterate on pattern variations in real time instead of drawing them by hand
- Exported clean SVGs that went straight to the industrial printer without manual cleanup

JavaScript

NodeJS

Electron

HTML, CSS

SVG Processing

Printing

EDUCATION

MSc Interactive Media Technology

KTH Royal Institute of Technology | 08.2026 - Present
HCI, interaction design, prototyping

BSc Digital Ideation

Lucerne University of Applied Sciences and Arts | 08.2021 - 07.2024
Interdisciplinary degree combining software development, design, and creative technology.
Dean's List

Software Development Apprenticeship

Berufsfachschule Oberwallis | 08.2017 - 07.2021
Software Development Fundamentals

SELECTED PROJECTS

Symys: SDF-based 3D modeling tool [\[link\]](#)

Bachelor's thesis · Roche Diagnostics Award

A 3D modeler for artists that skips both CAD and polygon modeling. Shapes are combined with constructive solid geometry on signed distance fields, so forms blend smoothly and stay editable for fast iteration. It aims to make 3D modeling more intuitive and more playful. Built from scratch with C++ and Vulkan.

Music Rituals: interactions with music [\[link\]](#)

MSc team project, KTH

Explored new ways to experience and connect with music through two high-fidelity prototypes: a receipt printer that turns music into printed waveforms and plays it back in real time, and an NFC-based device linking music to Polaroid photos. I focused on ideation and the physical prototype: 3D-printed enclosure, Raspberry Pi, electronics, soldering, with interface design in Figma.

SKILLS

- | | | |
|-----------------|---------------|-------------------|
| • Unity | • Affinity | • C# |
| • Unreal Engine | • Plasticity | • C++ |
| • Blender | • 3D Printing | • HTML, CSS, JS |
| • Git | • Soldering | • Linux, Win, OSX |
| • Figma | • Electronics | • English, German |