

Bruno Croci

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SUMMARY

I'm a Game Developer with 11+ years of experience in the field. I have worked on games for Web, mobile iOS and Android and VR platforms. I'm a generalist developer, mostly working with gameplay programming but very interested in graphics. I'm very versatile with technologies and languages too, but my specialties are: Unity3D development with C#;

SKILLS

- Unity3D Engine and C# for game development for platforms such as mobile and VR.
- Shader programming in Cg for Unity and GLSL.
- C/C++ for low level engine development.
- Web Services development with Python, Javascript and PHP.
- Unix-based environments (Linux and Mac OS X) and ShellScript.

EXPERIENCE

Programmer 04/2020 - current

Ubisoft Düsseldorf, Düsseldorf, Germany

- AI programmer for the Assassin's Creed VR title.5
- Unity3D and C#.

Software Developer

01/2019 - 03/2020

Touch Press Inc., Dublin, Ireland

- Main developer maintaining Hungry Caterpillar™ Play School.
- Prototyping and implementing new features and maintaining a subscription based app for children.
- Unity3D and C#.

Senior Game Engineer

04/2017 - 01/2019

Samsung Electronics / Black River Studios, Manaus, AM, Brazil

Game Developer

02/2014 - 03/2017

Samsung Electronics / Black River Studios, Manaus, AM, Brazil

- Played main roles in the development of Conflict0: Shattered, Angest, Rock&Rails and Finding Monsters dventure, in both client and server parts.
- Worked on many games and prototypes for Android, Tizen, GearVR and Microsoft Mixed Reality platforms.
- Game development with Unity3D (C#).
- Backend programming for games with Python (and Flask) for the heroku platform.
- Database design and implementation with MySQL and Redis.

Game Developer

11/2011 - 01/2014

Hive Digital Media, São Paulo, SP, Brazil

- Worked on many games for LG SmartTV, Facebook social platform, Android and Web marketing campaigns, mobile pplications and web server applications for websites and games.

- Game development with Flash (ActionScript 3 and ActionScript 2) for Web and devices such as Smart TVs.
- Game development with Unity3D (C#) for mobile devices and Web.
- PHP programming for game servers and other Facebook Apps.
- Java programming for multiplayer game servers with SmartFoxServer.
- Mobile application development with Appcelerator Titanium (Javascript).
- Design and implementation of communication protocols for turn-based multiplayer online games.

Game Programmer 09/2010 - 11/2011

Loopix Digital Group, São Paulo, SP, Brazil

- Game development with Flash and ActionScript 3.
- Concept and implementation of communication protocols to integrate games (Flash and Unity3D) to the server Java).
- Multiplayer game programming with the SmartFoxServer.

Web Developer 01/2009 - 10/2009

Detetive.net, São Paulo, SP, Brazil

- Development of Web Systems and Sites with PHP and Zend Framework.
- Front-end development with XHTML, CSS and JavaScript (jQuery).

EDUCATION

Computer Science Technician

Colégio Eniac - São Paulo

conclusion: 2008

OTHER COURSES

Unity Certified Expert Gameplay Programmer

Unity Technologies

conclusion: 10/2018

Unity Certified Developer

Unity Technologies

conclusion: 05/2017

Microsoft Students to Business

Microsoft Innovation Center, Senac - São Paulo

conclusion: 2008

ADDITIONAL INFORMATION

- LinkedIn profile: <https://www.linkedin.com/in/crocidb>
- Github profile with code samples: <http://github.com/CrociDB>
- Personal Blog: <http://crocidb.com/>