

# Bruno Croci

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Düsseldorf - Germany

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## SUMMARY

A seasoned generalist programmer with a passion for creating experiences and building robust systems. 15+ years of experience spanning gameplay, audio, and tools development, with a track record of delivering impactful features for AAA, VR, mobile and online games. Specializing in C++, C#, Javascript, and a deep understanding of systems programming, web and audio pipelines.

## EXPERIENCE

*Senior Audio Programmer* 11/2022 - current  
*Programmer* 04/2020 - 11/2022

Ubisoft Düsseldorf, Düsseldorf, Germany

- Audio systems development for AC Nexus, XDefiant and other unannounced titles, such as VO pipeline, sound propagation, emitter management, etc.
- Creating audio tools to support Audio Designers, bridging the middleware Wwise with in-house engine Snowdrop and implementing new features in the engine.
- Maintain the base AI code for NPCs in the Assassin's Creed Nexus game.
- Implement tools for animators to have more control when implementing NPCs behaviors animations.
- Developing prototypes for features and possible games with owned IPs.
- Keywords: C++, C#, Snowdrop, Wwise, Behavior Trees, AI Programming.

*Software Developer* 01/2019 - 03/2020

Touch Press Inc., Dublin, Ireland

- Main developer maintaining Hungry Caterpillar™ Play School., an educational app for children.
- Collaborate with learning designers to add new content to the app.
- Optimizing the pipeline to improve the quality of life of designers and artists, from contribution to deploy.
- Implementing new features for future activities and mini-games.
- Maintaining the subscription system and implementing campaigns.
- Keywords: C#, Unity, Android, iOS, AWS.

*Senior Game Engineer* 04/2017 - 01/2019

*Game Developer* 02/2014 - 03/2017

Samsung Electronics / Black River Studios, Manaus, Brazil

- As a first-party Samsung game studio, our goal was to showcase new technologies and devices.
- Wrote the ballistic system for Conflict0: Shattered, a VR shooter game.
- Ported Conflict0: Revolution from Tizen to Android and implemented the systems to support the new history DLC.
- Building the initial game architecture in Finding Monsters Adventures, a mobile and VR photography game. Based on a custom pubsub broker to have all the game systems communicate. Also other systems such as achievements and missions.

- Implementation of a full backend service for Galaxy11: Invation, a mobile runner game made to demonstrate the power of Samsung Galaxy S4. RESTful API to store player profiles and leaderboards written in Python with Flask, using MySQL and Redis.
- Keywords: C#, Unity, VR, GearVR, Windows Mixed Reality, Tizen.

*Game Developer* 11/2011 - 01/2014  
Hive Digital Media, São Paulo, Brazil

- Implemented Playboy Poker, a licensed online poker game targeting the Latin America market, that ran on Facebook. I wrote all the client code in AS3 (Flash), and a big part of the server in Java using SmartFoxServer.
- Later I ported that project into another licensed poker game (this time for a local sports TV). I was responsible for the full port as well as maintaining the integrations between the real-time server and the user registration system (written in PHP).
- Implemented Tako Kamis, a game inspired by My Brute and Pokémon, for the SmartTV LG platform. I also implemented the server side Rest API (in PHP with Zend Framework) that controlled the whole game, including multiplayer matches, battle logic and user registration code.
- Keywords: Flash, AS3, Unity, C#, Javascript, Android, iOS, Java.

*Game Programmer* 09/2010 - 11/2011  
Loopix Digital Group, São Paulo, Brazil

- Game development with Flash and AS3.
- Concept and implementation of communication protocols to integrate games with the platform.
- Keywords: C#, AS3, Java, Javascript.

*Web Developer* 01/2009 - 10/2009  
Detetive.net, São Paulo, SP, Brazil

- Full-stack development of a photo sharing social network.
- Keywords: PHP, CSS, HTML, Javascript.

## FORMAL EDUCATION

*Computer Science Technician*  
Colégio Eniac - São Paulo  
conclusion: 2008

## RELEVANT PERSONAL PROJECTS

- **annileen**: A toy 3D game engine made in C++ using BGFX as a graphics backend. Tooling is mostly in Python.
- **bulletty**: A TUI feed reader written in Rust.
- **flingern**: Art gallery static website generator written in Python. It powers my art website.
- **WORLDOS**: Clone of the neo-classic WORLDE game for DOS, written in x86 16bit Assembly.

## ADDITIONAL INFORMATION

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