

# Bruno Croci

Düsseldorf - Germany

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## SUMMARY

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A seasoned Software Engineer and Generalist Programmer with a passion for crafting experiences and building systems that impact people's lives. Over **16 years** of professional experience contributing with AAA, VR, mobile and online games, spanning Gameplay, Audio, and Tools development. Some experience with creating, contributing and maintaining open-source software too. Looking for opportunities that leverage my broad development experience, focusing on creative thinking and product orientation through leadership, user experience and problem solving.

As a creative person, I spend a lot of my free time working on tech experiments, small games, music and writing. All that can be checked out at <https://crocidb.com/>.

## TECHNICAL SKILLS

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- **Languages:** C, C++, C#, Python, Rust, JavaScript
- **Engine and Tools:** Unreal Engine, Unity, Snowdrop, Wwise, BGFX, AWS
- **Systems:** Linux, FreeBSD, Android, iOS
- **Domains:** Systems Architecture and Development, User Experience, Backend Development, CI/CD pipelines, Audio Programming, Game Development, Shader Programming

## EXPERIENCE

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**Senior Audio Programmer** 11.2022 - current  
**Programmer** 04.2020 - 11.2022

*Ubisoft Düsseldorf*, Düsseldorf, Germany

- Audio systems development for **XDefiant** and other unannounced titles, such as *VO pipelines, sound propagation, emitter management*, etc.
- Design and implement critical audio tools that bridge Wwise with Ubisoft's in-house engine Snowdrop, significantly enhancing workflows for Audio Designers.
- Maintain and optimize the core AI systems for NPCs in the **Assassin's Creed: Nexus** game, building tools to empower animators to have more control over NPCs behavior animations.
- Prototype new gameplay features and possible new games with Ubisoft IPs.

**Software Developer** 01.2019 - 03.2020

*Touch Press Inc.*, Dublin, Ireland

- Served as the lead developer for **Hungry Caterpillar™ Play School**, a high-traffic educational application for children.
- Optimized contribution and deployment pipelines, drastically improving the quality of life and delivery speed for designers and artists.
- Maintained backend subscription systems and deployed targeted user campaigns using AWS integrations.

**Senior Game Engineer** 04.2017 - 01.2019  
**Game Developer** 02.2014 - 03.2017

*SIDIA / Samsung Electronics / Black River Studios*, Manaus, Brazil

- Developed cutting-edge titles across mobile and VR platforms to showcase new Samsung technologies.
- Architected a custom pub-sub broker for **Finding Monsters Adventures** to decouple game systems, ensuring scalable communication across gameplay, missions, and achievements.

- Programmed complex gameplay mechanics, including ballistics for the VR shooter **Conflict0** and multiplayer networking for the co-op game **Rock'n'Rails**.
- Engineered a full backend RESTful API service (Python/Flask, MySQL, Redis) for **Galaxy11: Invasion** to handle player profiles and real-time leaderboards.

## Game Developer

11.2011 - 01.2014

*Hive Digital Media*, São Paulo, Brazil

- Built full-stack architecture for high-profile Facebook social games like **Playboy Poker**. Programmed the client in AS3 and the backend server in Java using SmartFoxServer.
- Created server-side REST APIs (PHP/Zend) to control multiplayer matchmaking, battle logic, and user accounts for SmartTV games.

## Early Career São Paulo, Brazil

01.2009 - 11.2011

Game Programmer at *Loopix Digital Group*

Web Developer at *Detetive.net*

- Developer full-stack web applications, a social network for photographers and interactive games, using mostly PHP, JavaScript, AS3 and C#.

## FORMAL EDUCATION

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### Computer Science Technician

2006 - 2008

*Colégio Eniac*, Guarulhos, Brazil

- Technical training on Programming, Networks and Web Technologies

## OPEN SOURCE & PERSONAL PROJECTS

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- **bulletty**: developer and maintainer of a modern TUI feed reader in Rust that focus on performance and local-first data storage (as Markdown files).
- **annileen**: a toy 3D game engine made in C++ using BGFX as a graphics backend. Featuring a customized tooling pipeline built in Python.
- **flingern**: art gallery static website generator written in Python. Currently powering my personal art portfolio website.

## ADDITIONAL INFORMATION

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- Personal and Technical Blog: <https://croidb.com/>
- Github profile with code samples: <https://github.com/croidb>
- Linkedin profile: <https://www.linkedin.com/in/croidb>