



Bruno Cicanci

Senior Software Engineer
Game Programmer

✉ bruno@cicanci.com

🌐 cicanci.com

🌐 cicanci

🌐 cicanci

🐦 @cicanci

📄 Resume PDF

LANGUAGES

Portuguese (Native)

English (Professional)

INTERESTS

Coffee

Guitar

Racing

CAREER PROFILE

Experienced programmer with a track record of developing high-quality medium to large-scale games, highly scalable server applications, and CI/CD to test and deliver builds. As a team leader, I helped many engineering teams achieve their goals by following best practices.

An author of a well-received book on Unity game programming published by Packet, an invited speaker at many universities, and a blogger about game development since 2009.

- Extensive programming experience writing C# and C/C++ in medium to large-scale projects.
- AWS Certified Developer with years of experience developing highly scalable applications.
- Game programming expertise using Unity, Unreal, and many other proprietary engines.
- Knowledge of debugging and optimizing code in both client and server applications.
- Strong analytical, problem-solving, communication, and leadership skills across various disciplines.

EDUCATION

Postgraduate in Game Design and Programming 2009 - 2010
Centro Universitario Senac, Sao Paulo, Brazil

BSc in Computer Science 2005 - 2008
Universidade Sao Judas Tadeu, Sao Paulo, Brazil

EXPERIENCES

Senior Client Services Architect 2020 - Present (Full-time)
Ubisoft, London, United Kingdom

- Develop and maintain C/C++ and C# modules used by all the mobile games live and in development, with support for different engines such as Unity, Unreal, and internal engines.
- Lead the team responsible for sharing reusable technologies across all mobile studios and ensuring best practices in mobile development.
- Review and optimize mobile games to increase the supported devices pool.
- Help teams with expertise in Android and iOS environments, development, and debugging to achieve their technical KPIs.
- Manage a CI/CD system to test and publish the modules developed by the team.

Lead Software Engineer 2016 - 2020 (Full-time)
Aquiris, Porto Alegre, Brazil

- Worked on projects from conception to live operation, developing systems and adding features to the game, using C# and Unity.
- Managed the client team with more than ten engineers with different skill levels to ensure the best practices and solutions, as well as mentoring junior programmers.
- Was responsible for the game optimization and the technical KPIs to make sure the project was healthy and with low technical debt.
- Developed the CI/CD system to build, run automated tests, and publish the game builds, as well as helped the server team to test and optimize the backend on AWS.

Technical Lead 2015 - 2016 (Contract)
Addictive Ads, Vancouver, Canada (Remote)

- Designed from scratch an advertising system for mobile platforms creating a highly scalable infrastructure on AWS using different services to achieve the best architecture.
- Developed a high-performance backend service using Node and many AWS services to reduce bandwidth and processing time while keeping the overall cost under budget.
- Created SDKs for Android, iOS, and Unity, as well as test and sample projects to help developers integrate the SDK into their games and apps.
- Helped to hire a team to further develop the frontend, backend, infrastructure, and SDKs.
- As the team lead, guided the engineering team to achieve the product owner needs and KPIs to ensure a cost-effective product.

Senior Software Engineer 2014 - 2015 (Contract)
2Mundos, Sao Paulo, Brazil

- Developed mobile and web games and apps for clients using Unity, as well as the backend and database for online features such as turn-based multiplayer, content download, and social features.
- As the team lead, helped the engineering team to develop the best solutions within the client's budget and timelines.

Senior Software Engineer 2013 - 2014 (Full-time)
RevMob, Sao Paulo, Brazil

- Developed and maintained the mobile advertising SDKs for Android and iOS, as well as the plugins and wrappers for Unity, Cocos2D, and other popular engines and frameworks.
- Helped developers use the SDKs by fixing issues, adding new features, and providing updated documentation and samples to demonstrate best practices.

Software Engineer 2011 - 2013 (Full-time)
Electronic Arts, Sao Paulo, Brazil

- Worked on graphic and performance optimizations to ensure that the games would run smoothly on many mobile devices.
- As the team lead, organize the team tasks and objects and help them to complete new features and bug fixes within the timeline.

Software Engineer

2010 - 2011 (Full-time)

Glu Mobile, Sao Paulo, Brazil

- Worked on porting J2ME games to be compatible with different feature phone devices, being in accordance with mobile carrier requests from all over the world.
- Converted many J2ME games from J2ME to run on Android devices using internal frameworks and tools.

PROJECTS

Below is a list of all game projects that I have been privileged to develop, maintain, expand, or integrate custom services and libraries.

Rainbow Six Mobile - Ubisoft, 2023. Android and iOS.

Rocksmith+ - Ubisoft, 2022. Android and iOS.

Tom Clancy's Elite Squad - Ubisoft, 2021. Android and iOS.

Hungry Shark World - Ubisoft, 2020. Android and iOS.

Looney Tunes World of Mayhem - Aquiris (and Scopely), 2018. Android and iOS.

English as Foreign Language - 2Mundos, 2015. Android and iOS.

Duelo Veja - 2Mundos, 2014. Android, iOS and Web.

Quem Sabe, Sabe! - Flux Game Studio, 2013. iOS.

Combo Nuts - Aplay Studios, 2013. Android and iOS.

Scrabble - Electronic Arts, 2013. Android and iOS.

Tetris - Electronic Arts, 2012. Android and iOS.

FIFA 12 - Electronic Arts, 2012. Android and iOS.

Connect 4 - Electronic Arts, 2011. Android.

Worms - Electronic Arts, 2011. Android.

Need for Speed Shift - Electronic Arts, 2011. Android.

Bejeweled 2 - Electronic Arts, 2011. Android.

Who Wants to be a Millionaire? - Glu Mobile, 2011. Android.

Family Feud - Glu Mobile, 2010. Feature Phones (J2ME).

Family Guy Time Warped - Glu Mobile, 2010. Feature Phones (J2ME).

Call of Duty Back Ops - Glu Mobile, 2010. Feature Phones (J2ME).

Paperboy Special Delivery - Glu Mobile, 2010. Feature Phones (J2ME).

PUBLICATIONS

- [Creating an RTS Game in Unity 2023](#)

Packt Publishing, October 2023

About the book: Creating a successful real-time strategy game is tough due to intricate mechanics and balancing different elements. 'Creating an RTS Game in Unity 2023' guides you through installing Unity, building a 3D project, and designing a level editor for map customization. Learn to implement core systems like battles, unit spawning, AI, and more using C#. Master professional RTS game development by leveraging industry best practices and Unity's latest features.

SKILLS & PROFICIENCY

