

**Bruno Cicanci Rodrigues de Sousa**

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<http://cicanci.com>

## Profile Summary

- Full Stack Software Engineer with 13 years of programming experience
- 8 years of mobile game development experience and 18 games released
- Experience with back-end, front-end, mobile app and game programming
- Won two Google Hackathons for Android app development
- Speaks English (fluent), French (beginner) and Brazilian Portuguese (native)

## Education

**Post Graduation degree in Game Programming and Production (2010)**

Senac University, Sao Paulo, Brazil

**Bachelor of Science degree in Computer Science (2008)**

Sao Judas Tadeu University, Sao Paulo, Brazil

## Technical Strengths

**Programming** C, C++, C#, Java, Objective-C, Python, Ruby, PHP, JavaScript, Lua

**Frameworks / technologies** iOS, Android, Unity, Corona, Cocos2d, Cocos2d-x, Marmalade, SDL, Defold, Flash, Air, Cordova, PhoneGap, .Net, Xamarin, XNA, Node.Js, Bower, Brunch, SQL DB, NoSQL DB, AWS ecosystem

**Source Control** Git, Perforce, Mercurial, SVN

## Professional Experience

**Senior Software Engineer (October 2016 - Present)**

Aquiris Game Studios - Porto Alegre/Brazil

- Technical lead and primary architect for the frontend, responsible for key client KPIs: crash rates, loading times, frame rate, device coverage and performance
- Coordinator with other leads, ensuring knowledge is spread across the team
- Front-end feature development in the game and responsible for making the other client engineers more efficient through purpose-built tools that improve productivity, or simplify workflows
- Responsible for building and maintaining CI/CD and on-demand build pipelines that produce platform specific binaries and distribute them

- Game development using Unity (C#) and native plugin development for mobile

### **Senior Software Engineer (March 2015 - September 2016)**

Addictive Ads - Vancouver/Canada (Home Office in Sao Paulo/Brazil)

- REST Back-end application development using Node.js
- App and SDK development for Android (Java), iOS (Objective-C) and Unity (C#)
- Integration with Amazon Web Services (S3, RDS, DynamoDB, EBS, EC2, SES)
- Scrum sprint planning and project management using Jira

### **Senior Software Engineer (March 2014 - February 2015)**

2Mundos - Sao Paulo/Brazil

- Game development using Unity and C# for mobile devices with NGUI and custom plugins for video player and download content
- REST Back-end development using PHP and MongoDB for games and applications

### **Senior Software Engineer (June 2013 - February 2014)**

RevMob - Sao Paulo/Brazil

- Development of new core features for the advertising SDK on Android and iOS platforms and wrappers for other frameworks such as Unity, Corona, Marmalade, Adobe Air, Cordova and PhoneGap
- Build, test and deploy automation using Ruby scripts. Online documentation maintenance and sample app development for each framework

### **Software Engineer (March 2011 - February 2013)**

Electronic Arts - Sao Paulo/Brazil

- Game development for Android devices using C/C++ and an internal framework
- Improve CPU and memory usage of all games to make them run smoothie on many devices as possible, with the same quality standard. Resolved complex issues related to OpenGL implementation, sound concurrency, low FPS, texture compressions, multiple resolutions, different Android API levels
- Implemented advertising and telemetry using SDKs from EA partners
- Studio closed in 2013

### **Software Engineer (July 2010 - February 2011)**

Glu Mobile - Sao Paulo/Brazil

- Porting feature phone games using J2ME and an internal framework
- Porting games to Android devices using Java and an internal framework
- Find the best way to improve the CPU and memory usage in order to make the game run smooth in many devices as possible. Game input and screen programming for devices with different inputs (touch and keyboard) and different screen sizes
- Studio closed in 2011