

## **Bruno Cicanci Rodrigues de Sousa**

29 years old / Sao Paulo / SP - Brazil

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<http://cicanci.com>

## Profile Summary

- Full Stack Software Engineer with 11 years of programming experience
- 6 years of mobile game development experience and 17 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, jQuery, Node.Js, Bower, Brunch, SQL Server, MySQL, MongoDB, AWS

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

## Professional Experience

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

Aquiris Game Studios - Porto Alegre/Brazil

- Game development using Unity and C#
- Native plugin development for Android (Java) and iOS (Objective-C)

### **Lead 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
- Implemented carriers SDKs for embed distribution
- Studio closed in 2011