

# BRUNO CITONI

Game Designer, Developer and Writer

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## EXPERIENCE

### Contract Game Designer & Developer

#### AWSBOT

05/23 - 09/23    Remote

- Collaborated with a small, remote team to design and develop a high-quality, casual, multiplayer tabletop mobile game currently under NDA, using Unity

### Freelance Game Developer, Designer & Writer

#### Bruno Citoni

09/20 - Present    Anywhere

- Working independently and in small teams as a game developer, designer, and writer, using Unity, Unreal Engine and Twine, on projects collected on my [website](#)

### PhD Candidate, IoT Research Assistant & Demonstrator

#### University of Glasgow

11/18 - 12/22    Glasgow

- Led the creation of the department's LoRaWAN network and managed the IoT Lab
- Worked with C++ and NS-3 to simulate and analyse LoRaWAN IoT networks
- Actively participated in industry-sponsored events and projects, including designing and developing VR lessons using Unity.
- Run undergraduate and master courses, acting as a lab demonstrator and marker

### Junior Acoustic Engineer

#### Sapura

09/17 - 07/18    Cambridge

- Developed and maintained the department's audio and acoustic design and test facilities including jigs and software
- Provided engineering support and troubleshooting, facilitating seamless collaboration between design, engineering, and testing

## EDUCATION

### Pixelles Game Writing Program

01/23 - 03/23

### PhD Electronics & Electrical Engineering

#### University of Glasgow

11/18 - 12/22

### MSc Electronics & Electrical Engineering

#### University of Glasgow

09/16 - 09/17

## SELECTED PROJECTS

### NDA Unity mobile multiplayer tabletop game

#### Contractor: Designer & Developer

05/23 - 09/23

- Development Technologies:** C#; Unity; iOS; Android
- Notable features worked on:** Monetization, Turn-Based gameplay, Camera movement, Minigames, UI

### Less Than Hero ([link](#))

#### Team Member: Designer & Developer

07/23

- Development Technologies:** C#; Unity; WebGL
- Notable features worked on:** Game balancing; Inventory, Upgrading and combat systems; Enemies and items spawn

### Team Picker ([link](#))

#### Solo Developer

09/22 - 01/23

- Development Technologies:** C#; Unity; iOS, Android
- Notable features worked on:** Combinatorics, App development, Mobile publishing, UI and touch controls

### The House of Middling Performance ([link](#))

#### Solo Developer

03/23

- Development Technologies:** JavaScript; HTML; CSS; Twine; WebGL
- Notable features worked on:** Branching narrative; Choices matter; Unique link behavior

### Inherited Inequality ([link](#))

#### Solo Developer

01/23

- Development Technologies:** C#; Unity; WebGL
- Notable features worked on:** Backend integration; Online leaderboard; Game balancing

### A Cable Car ([link](#))

#### Solo Developer

06/22

- Development Technologies:** C#; Unity; WebGL
- Notable features worked on:** Playfab backend integration; Branching narrative

## SKILLS

C#    C++    JavaScript    Unity    Unreal Engine  
Twine    Git    Confluence    JIRA    Office Suite

## LANGUAGES

English - Native | Italian - Native | French - Basic