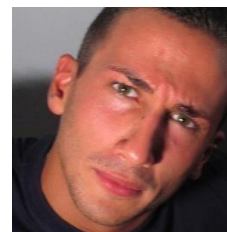


CRISTIANO PIROMALLI

Date and birth place: 04/08/1984 - Milano

Residence: Via Marzabotto, 7 - Mediglia - MI

Contacts: 3920660217 – cristiano.piromalli@gmail.com



JOB EXPERIENCES

By 08/02/2018: Job in Affinity Project.

Job Goal:

- Develop and maintain the backend for Don-ay (mobile game) researching and eventually learning to use the most suitable "backend as a service" platform available. (Requested during the first meeting)
- Manage the technical side of every project setting up the best tools and the most effective "modus operandi", in order to reach the performance and quality requested.
- Evaluate CV and Portfolio of potential job candidates as game developers, eventually evaluating their performances on the Tests given.
- Technical documents preparation to be presented to potential clients based on their necessity for industrial management applications.

General skills acquired:

- Firebase management as BAAS inside Unity with the following packages: **Authentication, Cloud Functions, Cloud Messaging, Crashlytics, Realtime Database, Analytics, Storage.**
- External SDK and Assets from the store management: **Admob, Facebook, Google Play Games, Play Services Resolver, Kochava, GameAnalytics, Adjust, Odin, More Effective Coroutines, Rainbow Folders, DoTween, JsonDotNet, BuildReport, Sr Debugger, LeanPool, Doozy, Console Pro, Master Audio, Nice Vibrations, Enhanced Scroller, Ui Extension, Asset Usage Detector.**
- Improvement in Developing Team Management.
- C# Skills improvement inside Unity
- Typescript necessary skills for the backend part (Node.js for the setup and server-side logic management with the following packages: **ESLint, Eslint Plugin Promise, Typescript, TsLint**)
- Improvement on Maintainability skills of each project with the support of **Sourcetree, Bitbucket e Jira** following the Kanban Agile style.

During the job:

- Casual Mobile Game (iOS, Android) development with elements seen in Tamagotchi, Endless Runner and Dressing games. Team of 2 artists, 1 designer, 3 programmers and 1 sound designer. (**Don-Ay**)
<https://play.google.com/store/apps/details?id=com.AffinityPrj.DonAy&hl=it>

- Casual Mobile Game (iOS, Android) development with elements seen in Platforms. Team of 1 artist, 1 designer, 1 programmer and 1 sound designer. (**Bounce That Bird!**) (Finalist at the 2020 Google Indie Game Festival for the Europe region)
<https://play.google.com/store/apps/details?id=com.AffinityPrj.BouncingBirdsAffinity&hl=it>
- Hyper casual Mobile Game (iOS, Android) development with elements seen in games like Jetpack Jump(Kwalee). Team of 1 artist, 1 designer, 1 programmer and 1 sound designer. (**Slide Hill!**)
<https://play.google.com/store/apps/details?id=com.AffinityPrj.SlideHill&hl=it>
- Hyper casual Mobile Game (Android Prototype) development with elements seen in games like Drop & Smash (Kwalee). Team of 1 artist, 1 designer, 1 programmer (**Floor Smash!**)
<https://play.google.com/store/apps/details?id=com.AffinityPrj.Alpha&hl=it>

Personal work:

- Tool creation to manage any resolution ratio (Don-Ay: 4/3, 16/9, 18/9, 18.5/9, 19.5/9), eventually leading to a tool-less solution with a cleverer use of unity user interface anchors.
- Patching system allowing to modify user save structure in order to not limit any future design change once that game goes live.
- Generic Asynchronous Scene Change system following Byson Game style, later improved to allow a better use of final user random access memory. (Don-Ay)
- Tool creation for sound management in 2d mobile games, allowing sound designer to easily manage audio with a multi-channel logic, sequential sound coupling, loop and sound frequency. (Don-Ay) In the latest projects we used a more solid system (Master Audio) augmented with the in-game events.
- Tool creation to manage Anima2D inside unity allowing artist to create and manage models, skins and equipment following Spine style. (Don-Ay)
- Tool creation to manage vertical/horizontal inventory regardless the content and even with a dynamically changing element quantity. (Don-Ay) In latest projects we used a more solid system (Enhanced Scroller) that is planned to be further augmented to work well with downloadable content (Asset Bundles).
- Asset Bundle logic coupled with Firebase Storage to manage extra content without the need of patching the game (Equipment and Characters) (Don-Ay)
- Tool creation to manage story game levels, endless game and character skins. (Bounce That Bird!)
- Progressive engineerization of the most common issues/mechanics encountered during game development.
- Improvement in User Interface and Physics performance impact.
- Improvement in the use of events to allow the team to place sounds, analytics events, advertisement, vibrations and particles with ease directly by inspector.
- Improvement in the use of Nested Prefabs to reduce production time in some cases.

By 15/03/2017 to 31/10/2017: Job in Eggon s.r.l.

Job Goal:

- Being part of a team able to fulfill the gaming requests from potential clients.
- Acquire the necessary experience to be able to develop in-house games.

General skills acquired:

- C# use improvement inside Unity
- Better Unity knowledge
- Improvement in the use of SourceTree
- Improvement in problem solving and relationship skills
- Knowledge in the use of Slack and Jira
- Improved experience in the own tasks management and, in some cases, the other ones due to high stress and strict timings

During the job:

- Augmented Reality Mobile Game (Android) following Pokémon Go style. Announced during Bologna svilupparty and during Milan Games Week. Team of 1 technical artist, 1 designer and 2 programmers. (**Diamonst**)
<https://play.google.com/store/apps/details?id=com.Zenko.Diamonst&hl=it>
- Card Game (Mobile/Windows PC) with rpg and gdr elements. Announced during Bologna svilupparty and during Milan Games Week. Team of 1 technical artist, 1 designer and 2 programmers. (**Lost in the dungeon**)
https://store.steampowered.com/app/780580/Lost_in_the_Dungeon/

Personal work:

- Engineerization of Generic Subscribe Event Pattern to allow programmers to easily handle events with 5 parameters so far, to improve code decoupling and modularity.
- Implementation of a Library to allow programmers to quickly face common issues that i personally had to solve in the previous projects.
- Tool creation to allow designers to generate procedural logic dungeons that would eventually being rendered as 2d maps for the final user. (Lost in the Dungeon)
- Tool creation to allow designer to easily change and handle assets and main settings of the project (Lost in the Dungeon)
- Vuforia Sdk integration and related logic implementation to handle the game requirements. (We unexpectedly receive compliments from Vuforia Team at AWE USA, probably because Vuforia partnership with Unity was at early stages and not many developers were working on it)

FORMATION

By 25/03/2016 to 15/03/2017: Game Programmer Course at Digital Bros Academy

Course Goal:

- C# knowledge inside unity for game development.
- Know how to use the main Unity features.
- Know how designer and artists work and know how to properly operate with them.
- General knowledge on how to work in a team in stressful situations with strict timings.

Skills acquired:

- C# and C++ knowledge.
- Unity knowledge.
- Knowledge of the main pathfinding algorithms, steering behaviors, illumination tools, artificial intelligence algorithms, genetic algorithms.
- Good Knowledge in code readability, efficiency, modularity and extensibility.
- Trello and SourceTree knowledge.

During the Course:

- 2D Game Development (Windows PC, Construct 2) following the Pong style. Development lasted 2 weeks and the Team was of 2 designers and 1 programmer. (**Simon Pong**)
- 2D Game Development (Windows PC, Construct 2) following the platform style. Development lasted 3 weeks and the Team was of 4 designers, 2 programmers and 1 artist (Lead Programmer) (**Insanity**)
- 2D Game Development following the match three style. Development lasted 2 weeks and Team was of 2 programmers. (Project Manager and Lead Programmer) (**Illidan Legacy**)
- 2D Game Development turn based. Development lasted 5 weeks and the Team was of 6 designers, 2 programmers and 3 artists. (**Eldritch**)
- 3D Game Development following the Platform style. Development lasted 5 months and the Team was of 7 designers, 3 programmers and 4 artists. (Lead Programmer) (**Orikami**)
- Joined the event "Hackaton 2016" set by "Corriere della Sera": 2D game development following the point and click style with the goal to provide an alternative tool to share information to final users. I was the Project Manager of a Team with 3 programmers and 2 artists. We reached the second place on a general basis and fist as Digital Bros Academy Team. Eventually the project has been selected for a possible production and has been discussed in "Corriere della Sera" general quarters. (**Noir.doc**)

Personal Work:

- Tool creation to allow designer to handle quests, quests progression and everything related to the cutscenes. (Orikami)
- Move and Interaction system for the main character of the game. (Orikami)
- Tool creation to allow designer to handle enemies a.i. in game. (Eldritch)

VARIOUS EXPERIENCES

By 2003 to 2015: various experiences in promoting products job and entertainment in villages/hotels

- Manager of entertainment in Cervia: i had to handle, organize and monitor activities from 3 tourist entertainer teams of 3 workers each team.
- Production Manager for Ricola at Warm Up: i had to handle, organize and monitor 2 teams of 6 workers each team.

July 2003: Scientific Degree – Scientific High School A. Volta (MI)

By July 2003 to July 2006: Management Engineering frequentation at Politecnico (Milano)

Lingue: Italian, Intermediate English (Score 88/100 on 13/03/15 in Duolingo Test)

GENERAL SKILLS

- Good relationship, team working and problem-solving skills
- Charming presence, showing natural attitude to lead teams regardless the job
- Good communication and presentation skills
- Very good learner and adapter
- Passionate about overclocking and building computers