

Cristiano Piromalli



WORK HISTORY



Eggon
2017-2018

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Padova,

IT

My first incredible experience, acquiring the necessary skills to publish games and fulfil clients requests on strict timings.

I developed 2 games here: Diamond (augmented reality game for Android) and Lost in the Dungeon (card RPG game for Android, iOS, Windows Steam).

Both have been presented at Bologna [Sviluppaparty](#).



Affinity Project - Bergamo, IT

2018 - 2021

My second family, starting with an unseen challenge: develop and maintain the whole backend part of Don-Ay.

After a few months, I became Lead Programmer helping my 2 colleagues in the frontend game development and taking the responsibility of maintaining the middleware we were using.

The team changed a lot over time with me becoming Technical Project Manager until now.

I developed 4 games and worked on 3 unannounced projects: Don-ay: Pet Land, Bounce That Bird, Bomb Jump and Floor Smash, all of them for Android and iOS.



EDUCATION



Digital Bros Game Academy - Milan, IT

Degree in "Game Programming"

OTHER EXPERIENCES

Warm Up Industries - Milano, IT

Production Manager for Ricola at Warm Up: I had to manage, organize and monitor 2 teams of 6 workers each.

New Crazy Life - Cologno Monzese, IT

Manager of entertainment in Cervia: I had to manage, organize and monitor activities from 3 tourist entertainer teams of 3 workers each.

INFO

Address:

Mediglia, Milano(Italy)

Birth:

04 - 08 - 1984

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ABOUT ME

Coding is the world I feel to nicely fit into, it is the perfect equilibrium between freedom, rules, and problem-solving!

I am also a videogames avid consumer by the moment my older brother dragged me in front of Super Mario Bros for Nintendo 64 "forcing" me to play it!

Since most of my time is spent coding, playing video games, assembling, and overclocking computers I try to compensate for that with some heavy body training sessions!

SKILLS

Unity 3D

BAAS (Firebase, Playfab)

SDK Management ([Full list](#)

[Here](#))

Rider, Webstorm

C Sharp, Typescript,

C++

Project Management (Bitbucket,

Git)

Team Management, Teamwork

Languages: ITA-ENG