BRUNO CITONI

Game Designer, Developer and Writer

@ bruno.citoni.creative@gmail.com   📍 British & Italian Citizen

🌐 www.brunocitoni.com   🐙 brunocitoni   🔗 https://www.linkedin.com/in/brunocitoni

EXPERIENCE

Game Designer

Nordcurrent

📅 04/24 – Present   📍 Vilnius

- Designed core gameplay systems, including scripted NPC behaviour and the game's narrative system.
- Designed the content of a chapter, featuring 6 minigames, 4 unique NPCs, and over 50 objects with upgrades.
- Responsible for the game's balancing, spanning over more than 300 levels.
- Led the technical implementation of objects with diverse mechanics and integrated art assets into the game.
- Created, maintained, and documented 3 Excel workbooks for game chapters, localization, and overall game configuration.
- Created custom scripts to streamline the design workflow, automating prefab creation and setup, and assisting with level balancing through auto-play scripts.

Contract Game Designer & Unity Developer

AWSBOT

📅 05/23 – 09/23   📍 Remote

- Collaborated as a contractor with a small, remote team to design and develop a high-quality, casual, multiplayer tabletop mobile game in Unity
- Designed and implemented features such as monetization, game board and match logic, camera movement, 2 minigames, and UI.

Freelance Game Developer, Designer & Writer

Bruno Citoni

📅 09/20 – Present   📍 Anywhere

- Working independently and as a contractor as a game developer, designer, and writer, using Unity, Unreal Engine and Twine, on more than 10 projects collected on my website.
- Produced articles, editorials, and game reviews for gaming publications and websites, with a focus on optimizing content for high SEO scores while meeting tight deadlines.

SKILLS

C#   Unity   Excel   Git   Confluence   JIRA   Figma

EDUCATION

PhD Electronics & Electrical Engineering

University of Glasgow

📅 11/18 - 12/22

MSc Electronics & Electrical Engineering

University of Glasgow

📅 09/16 - 09/17

BEng in Electronics with Music Technology Systems

The University of York

📅 09/13 - 06/16

PUBLISHED PROJECTS

Quadrivium: Paths of History

Steam

Game Designer

📅 02/24 – Present

- **Development Technologies:** C#; Unity;
- **Notable features worked on:** Dialogue system via Ink scripting, Level design, technical implementation

Unfortunately!

Android - iOS - itch

Solo Developer

📅 01/24 – 02/24

- **Development Technologies:** C#; Unity; Mobile; Multi-Platform
- **Notable features worked on:** 2D Animation, Minigames, Game Balancing, UI/UX

Team Picker

Android - iOS - itch

Solo Developer

📅 09/22 – 01/23

- **Development Technologies:** C#; Unity; Mobile; Multi-Platform
- **Notable features worked on:** Combinatorics, Monetisation, Mobile publishing, UI and touch controls

LANGUAGES

English - Native | **Italian** - Native | **French** - Basic