



Stefano Cristoni

Game Developer, 3D & Technical Artist

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WORK EXPERIENCE

Indie Developer - Milo Energy Run - AUG 2022 - PRESENT

- I worked as a **solo developer** on the project for **two years**, demonstrating dedication, effective time management, and resource optimization.
- I developed a robust and optimized **framework**, designed the **game concept**, evaluated scenes, workflows, rewards, and crafted the **final player experience**.
- I initiated **small collaborations** with 2D artists and marketing professionals.

Unity Developer, 3D & Technical Artist - ByTwice - MAY 2018 - PRESENT

- Enhanced Unity development skills by contributing to prototypes like Sky Driver and Honey-Oh. Key achievements include implementing **dynamic and procedural terrain generation** based on specific requirements, inspired by Sebastian Lague's projects. - 2024-PRESENT
- Led the development of Puppy Cars, an exploration game featuring animal characters and vehicles. Took on a 360° role including coding, 3D modeling, rigging, animation, exporting, VFX, and **memory profiling**. Created optimized tools such as **asynchronous world section loading** and complete **character management systems**. - 2020-2024
- Developed Family Portrait, a **2D character customization** game focused on **hairstyling**. Worked on Planetario (Clementoni), balancing **3D design** and **coding** with a stable approach to **special effects**. - 2018-2020
- Contributed to several minor games, progressively integrating into the general workflow and **mastering Unity**. Key project: Sistema Solare (Clementoni). - 2018

Android Developer - Moko - MARCH 2017 - APRIL 2018

- Enabled Pirelli to monitor pressure tyres developing a **BLE** internal App.

EDUCATION

Master in CG - Big Rock, Treviso - 2019-2020

6-month full immersion in 3D, focusing on hands-on projects to learn the fundamentals and teamwork. The final thesis project was [For Teddy](#).

M.Sc. Computer Engineering - Università di Parma - 2014-2017

Many exams were used as opportunities to develop Android & iOS apps.

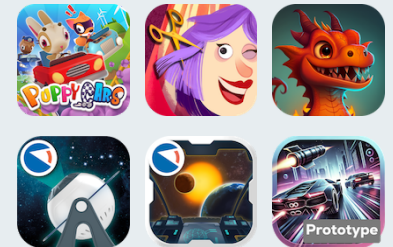
B.Sc. Computer Engineering - Università di Modena - 2009-2013

I developed my first 2D multiplayer game.

About me

Game Developer and 3D/Technical Artist with **6+ years** of experience. I combine **artistic** creativity and **technical skills** to develop immersive games, excelling in many stages of development. Specialized in **high-quality assets, optimized and clean code, animator** and in-engine **shaders**, I deliver AAA-level visuals with technical efficiency and high performance.

Games



Skills

Game Dev • Unity • C#
Tools • Vfx • Git • Blender
Modeling Rigging • Animation
Export • Build • Illustrator
Google Suite • HTML • CSS

Teamwork • Learning
Sports • Animals
Nature • Wood

Italian: **C2** | English: **B2**

