

# CIRO CONTINISIO

Curriculum Vitae

Date of birth: October 10th, 1984  
Place of birth: Naples, Italy  
Foreign languages known: English

## On the web:

My company - <http://www.tinycolossus.com>  
Portfolio - <http://www.continisio.com/>  
Online curriculum (Linkedin) - <http://www.linkedin.com/in/cirocontinisio>  
Blog - <http://blog.tinycolossus.com>

## Contacts:

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Cellphone +39 3208540306

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## Skills:

Expertise in game design and game theory  
Experience in playtesting

Known programming languages - ActionScript 2.0 and 3.0 (very proficient), HTML and CSS, PHP (good knowledge), C++ and Lingo (only the basics)  
Flash Tools and APIs - Smartfox Server, Box2D, TweenMax  
Web design - Dreamweaver, Flash

Graphics, digital painting and illustration - Photoshop, Illustrator and Painter  
Drawing capabilities - for storyboards, layouts and sketches  
Tridimensional modeling and animation - 3D Studio Max and XSI  
Digital sculpting and model detailing - Zbrush

Video Editing - Final Cut and Premiere  
Special Effects, motion graphics - After Effects

## Personal characteristics:

Ability to organize my work and foresee possible issues  
Precision and method  
Respect for the deadlines  
Initiative, enthusiasm for my work  
A great drive to create great games that people won't forget

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## Work experiences:

*January 2010 - Now*

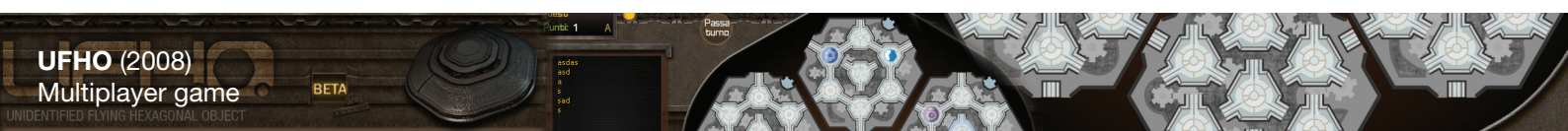
Self-employed at Tiny Colossus, working on the online multiplayer puzzle UFHO2.

*April 2009 - December 2009*

Worked at Black Sheep Studios (Rome) on Wingers. My role was of programmer and designer.

*July 2007 - March 2009*

Worked at Visual Creative Studio (Rome), as Programmer in Flash, Game designer and Graphic artist. I used



SmartFox Server to develop a multiplayer game ([www.ufho.it](http://www.ufho.it)).

*February 2009 - March 2009*

Tester for “The Path” game of the belgian Tale of Tales (<http://tale-of-tales.com/>)

*August 2008 - February 2009*

Article writer, reviewer and graphic artist for the games portal [gamesource.it](http://gamesource.it).

*March 2008 - July 2008*

Teacher of Adobe Flash (vers. CS3) for Istituto Montecelio in Rome (post diploma course).

*2007 - 2008*

Collaborated with Istituto Europeo di Design (Rome) and the graphic magazine FEFÈ, working on the realization of [viedram.net](http://viedram.net) and [fefeproject.com](http://fefeproject.com).

*June 2006 - July 2006*

I did a stage as Modeler and Texture artist at Ecosystem 3D in Rome, doing models for static renders.

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### **Main scholastic formation:**

*October 2004 - June 2007*

Digital & Virtual Design course at Istituto Europeo di Design of Rome - 100/100 cum laude

*October 2002 - June 2004*

Informatics engineering course at University of Naples “Federico II”

*September 1997 - July 2002*

Scientific diploma at scientific high school “G. Mercalli” in Naples - 84/100

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### **Other courses:**

*October 2003 - June 2004*

Course of drawing at the Italian School of Comics (COMIX) in Naples (teacher: Pasquale Massimo)

*September 2002*

Course of net technologies by the Board of European Students of Technology (BEST) of the university of Naples “Federico II”

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### **English studies:**

“First Certificate in English” (grade B) and “Certificate of Advanced English” (grade C) released by British Council.

Course of English practice by St. Peter’s School in Naples.

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### **Acknowledgements:**

Fourth place at the online Game design challenge set up by [gameprog.it](http://gameprog.it).

## Recommendations from co-workers and teachers:

“ I met **Ciro Continisio** during collective work at European Institute of Design on the thesis of the year 2007. I was personally able to appreciate his professional and human stature, his maturity and the ethics he has when addressing the work given to him, but also how to relate with the commissioning, the teachers and the colleagues.

Characterized by a deep enthusiasm for the work, creativity and ability in handling technology, its presence in multidisciplinary team manifests itself with firm design capacity, but also with attention to detail and intelligent management of projects' variables, even when not planned in advance.

I also had the opportunity, after school, to ask support for a professional contribution imposed with strict “market times”, finding immediate and timely feedback as well as human and technical availability.

I consider **Ciro** a professional figure of good reference, and I mention him everytime I'm asked for a work reference, and I hope to start other and most significant forms of cooperation with him. ”

**Terzo Taddei** ([terzotaddei@yahoo.it](mailto:terzotaddei@yahoo.it))

*Thesis Supervisor at Istituto Europeo di Design, Rome*

“ I had **Ciro Continisio** as a student in the last two of the three-years course of Digital & Virtual designer held at the European Institute of Design in Rome.

I am pleased to point out, between the qualities expressed by **Ciro** during the course, to the great ability of concentration, and especially to its ability to structure its intervention on the issues proposed through a process of examination and analysis before the start of work itself. **Ciro**, like few, has demonstrated its ability to design first, and then to be able to examine an assignment from the preliminary approach, without being seized by the anxiety to work on it and then fall in the classic traps dictated by the haste and lack of accuracy of preliminary analysis. This mental attitude was very important because it allowed him not to be unprepared during the different stages of projects' implementation.

Strengthened by this capable planning, **Ciro** was able to tie together the various disciplines learned in over three years, using its own capacities to get a cohesive frame of evaluation, analysis and operativity.

**Ciro** has also revealed a positive ‘stubbornness’ which has always led to identify the best solution to his problems every time.

Finally, I must stress the capacity expressed to work as a team with other students, in full compliance of the rhythms dictated by the workflow chart, and the commitment, moreover, accompanied by the ability to be of support to those who were working on tasks not directly assigned to him.

All these reasons lead me to express my appreciation for both moral and intellectual capacities of **Ciro**, the person whose use is strongly recommended to those wishing to take advantage of a young, capable and elastic mind to be included in a production process. ”

**Luca Frassinetti** ([luca@improntedigitali.it](mailto:luca@improntedigitali.it))

*Teacher at Istituto Europeo di Design, Rome*

“ **Ciro** was in charge to explain to me all the details of the production, assuring that I had a completely clear idea on how to write my soundtrack for the game. He really made my work more simple, guiding me towards the precise needs of the project. I had the opportunity to see his job within the team: **Ciro** is extremely creative as game designer, and technically skilled as a programmer. He shows a great respect for his work and a contagious enthusiasm for the creation process of a videogame. Always accurate, precise and respectful of deadlines at the same time. ”

**Francesco D'Andrea** ([dandrea.composer@gmail.com](mailto:dandrea.composer@gmail.com))

*Audio designer and soundtrack composer at Black Sheep Studios*

