IURI SEVERO

Software Engineer/Game Developer

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🔗 https://iurisevero.github.io/
📍 Gama, Federal District, Brazil

EXPERIENCE

Oracle APEX Developer

Agência Nacional de Transportes Aquaviários (ANTAQ)

📅 11/2023 - Present   📍 Brazil

Develops custom internal systems using Oracle APEX and PL/SQL to enhance ANTAQ's operational efficiency. Actively participates in Agile SCRUM development process, collaborating with cross-functional teams to design and optimize database-driven applications. Provides technical expertise in troubleshooting and supports colleagues in system development.

Founder/Engineer

Mach874k

📅 12/2019 - Present   📍 Brazil

Worked with several areas of game creation, but mainly with Unity3D on the development of Reality RPG (our augmented reality mobile game). I've also worked on APIs written in Python and Go; and the Cloud Infrastructure development with Kubernetes and GKE.

Project Development Manager

Orc'estra Gamificação

📅 02/2020 - 10/2020

As the Project Manager for the Hallelujah project, I led a team of four developers in the development of a dynamic mobile application. With a focus on client-server architecture, we employed React Native for front-end development and Flask for creating a robust back-end API. The API was responsible for transferring data from the client's database to our PostgreSQL database, ensuring seamless integration and an enhanced user experience on the front-end.

ACHIEVEMENTS

Game Jam+ DF 2023/2024

1st Place https://github.com/iurisevero/GJ-2324

Sebrae Inova Game Jam 2023

1st Place https://github.com/iurisevero/PajuAlves

MadJam 2022 (Game Jam)

2nd Place https://iurisevero.github.io/certificates/#madjam

ICPC Participation

https://iurisevero.github.io/certificates/#international-collegiate-programming-contest

SKILLS

C   Python   C#   Unity3D   K8S   Go   Git

Docker   Docker-compose   Flask   SQL   PostgreSQL

LANGUAGES

English
Proficient   ●●●●○

PROJECTS

Course Completion Project

📅 2022 - 2023
🔗 https://github.com/UnMUD/UnMUD

UnMUD is a Multi-User Dungeon MUD created as a Research and Course Completion Project at the University of Brasília. The primary objective was to develop a deployable MUD codebase (CI/CD) and integrate it to a relational database (PostgreSQL) while focusing on increasing test coverage, enhancing clean code, upgrading tooling, and enforcing new C++ versions best practices

iGado

📅 10/2020 - 12/2020
🔗 https://github.com/UnBArqDsw/2020.1_G13_iGado/tree/master

- Participated in requirement elicitation, methodology design, architecture planning, and development
- Adopted Design Sprint variation, used Ishikawa Diagram for elicitation techniques
- Utilized Bizagi Modeler with BPMN notation for methodology design
- Implemented Client-Server architecture, developed front-end in Flutter, and back-end in Python/Flask

Aix - Chatbot Python

📅 03/2019 - 07/2019
🔗 https://github.com/fga-eps-mds/2019.1 Aix

- First experience with proper project development
- Learned Rasa machine learning framework (Python)
- Gained knowledge in APIs, web crawling, unit tests, and documentation
- Developed soft skills in teamwork through Scrum and Pair Programming
- Led ceremonies and held 1:1s, improving verbal and written communication skills

TRAINING / COURSES

Courses:
https://github.com/mach874k/course-iuri

Competitive programming:
https://github.com/iurisevero/Exercicios-PPC

EDUCATION

Software Engineering

University of Brasilia

📅 2017 - 2023