

IURI SEVERO

Software engineer | Game developer

<https://iurisevero.github.io> [/iurisevero](#)

 **Location**

Brazil, DF @ UTC-3

CONTACT INFORMATION:

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[in /iuri-severo-alves](#)

SKILLS:

Programming Languages: C#, C++, Python, Go, Javascript;

Engines and Tools: Unity, Game Maker, Kubernetes, Docker, Git;

Database Technologies: MySQL, MongoDB, PostgreSQL;

Agile Methodologies: Scrum, Kanban.

Strong problem-solving, analytical and abstraction skills.

ACHIEVEMENTS:

- [1st place at Game Jam+ DF 2024/2025](#)
- [1st place at Game Jam+ DF 2023/2024](#)
- [1st place at Sebrae Inova Jam 2023](#)
- Honorable mention at 29th UnB Scientific Initiation Congress
- [2nd place at MadJam 2022 \(Game Jam\)](#)
- Participation in the International Collegiate Programming Contest
- 68th place out of 1821 participants at XX Brazilian Informatics Olympiad

EDUCATION:

Bachelor in Software Engineering at University of Brasília (UnB), 2023

LANGUAGES:

Portuguese (Native proficiency)
English (C1)

PROFESSIONAL SUMMARY:

Game Developer and Software Engineer with a strong focus on Unity and full-stack development. Experienced in designing and building APIs in Python and Go, integrating them with Unity, and managing cloud infrastructure using Kubernetes and GKE. Creator of projects such as Reality RPG and Retro Arsenal, with expertise spanning gameplay programming, systems design, and scalable backend integration. Recognized with multiple first-place awards in national game jams, demonstrating creativity, technical excellence, and problem-solving skills in game development..

WORK EXPERIENCE:

FULL STACK ENGINEER

External Secrets Inc., Brasília, DF - Remote
November 2024 - Present

- Co-develop the web user interface for all company services.
- Co-developed an audit analytics platform using MongoDB, providing real-time visibility and compliance reporting for secret management.
- Co-developed a dynamic credentials system for Kubernetes, issuing secrets at pod startup and revoking them on teardown, avoiding secret leakage.
- Contribute to the External Secrets Operator (open source), implementing bug fixes, new generators, and Kubernetes controllers.

FULL STACK DEVELOPER

National Waterway Transport Agency (ANTAQ), Brasília, DF
November 2023 - October 2024

- Developed internal systems using Oracle APEX and PL/SQL.
- Actively participated in requirements elicitation and documentation.
- Implemented functions to enable a self-updating database by integrating data from external APIs.

FOUNDER | GAME DEVELOPER | SOFTWARE ENGINEER

Mach874k, Brasília, DF - Remote
Dezember 2019 - November 2022

- Worked across multiple areas of game development, with a strong focus on Unity for projects such as *Reality RPG*, a 3D multiplayer mobile RPG, and *Criticalia*, a 2D singleplayer metroidvania.
- Developed APIs written in Python and Go and integrated them to Unity.
- Managed cloud infrastructure using Kubernetes and Google Kubernetes Engine (GKE).