

# IURI SEVERO

Game developer | Software engineer

 Location

Brasília, Brazil (UTC-3)

## CONTACT INFORMATION:

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 [/iuri-severo-alves](#)

## PORTFOLIO:

 <https://iurisevero.github.io>

 [/iurisevero](#)

## SKILLS:

**Programming Languages:** C#, C++,

Python, Go, TypeScript / 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)

## WORK EXPERIENCE:

### FULL STACK ENGINEER

[External Secrets Inc.](#) - November 2024 to November 2025

- Developed web user interfaces for the company's services using React, TypeScript, and Tailwind CSS.
- Developed a secrets auditing and analysis platform using Python and MongoDB.
- Led the development of audit policies, with custom REGO rules, and webhooks triggering defined by policy compliance conditions.
- Developed a dynamic credentials system for Kubernetes, issuing secrets at pod startup and revoking them on teardown, avoiding secret leakage.
- Developed a secret-distribution workflow resource on Kubernetes using the External Secrets CRDs. Delivered almost 50% of the feature tasks.
- Contributed to the External Secrets Operator (open source), implementing bug fixes and new generators.

### FULL STACK DEVELOPER

[National Waterway Transport Agency \(ANTAQ\)](#) - November 2023 to October 2024

- Developed a system for risk management using Oracle APEX and PL/SQL.
- Participated in the elicitation and documentation of requirements for the ships, boats and ports registration and management system.
- Implemented functions to enable a self-updating database by integrating data from external APIs.

## PROJECTS:

**Retro Arsenal** (Not released)

[Eclipse Project](#) - October 2024 to Present

2.5D boomer shooter FPS with multiple weapons and enemies, developed in Unity.

- Managed the development team as Head of Programming, planning delivery schedules, systems that should be developed and assisting other programmers in cases of unforeseen events or technical difficulties.
- Led the development of movement, health, inventory and weapon systems.
- Developed win / lose conditions, scene transition and UI system.

**Reality RPG** (Not released)

[Mach874k](#) - December 2019 to November 2022

3D Mobile MMORPG with turn-based combat, developed in Unity.

- Led the design and implementation of turn based combat features.
- Developed real time location with augmented reality using Mapbox API.
- Developed client-server communication using Mirror Networking package.
- Worked across multiple areas of game development (design, gameplay, UI/UX).
- Developed APIs written in Python and Go and integrated them to Unity.
- Managed cloud infrastructure using Google Kubernetes Engine (GKE).