

# IURI SEVERO

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;

**Frameworks and Tools:** FastAPI, React, 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](#)

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• [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:

[UnMUD](#) - July 2022 to July 2023

Modernized and stabilized a legacy C++ MUD.

- Built and maintained a multi-user dungeon (MUD) as a course completion project and research project at the University of Brasília.
- Implemented CI/CD pipelines to automate builds and tests.
- Integrated a PostgreSQL relational database for persistent game data.
- Improved reliability and maintainability by increasing test coverage, applying clean code principles, and adopting modern C++ best practices.

[iGado](#) - August 2020 to November 2020

Designed and built iGado, a client-server cattle management app.

- Participated in requirements elicitation, methodology definition, architecture planning, and development for a college Architecture & Design project.
- Used a Design Sprint-inspired approach combined with additional elicitation techniques to refine user needs and scope.
- Modeled workflows and methodology using Bizagi Modeler with BPMN notation.
- Implemented a client-server architecture with a Flutter front end and a Python/Flask back end (REST-style services).