

Caio Nardelli Maranhão

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<https://caioicy.github.io>

<https://github.com/Caiolcy>

INFO

My interests generally lie on software development, specifically on **game development**. I'm a **C++ enthusiast**, although I now have a soft spot for **web development** through Rails. *I am eager to learn, and know how to do so.*

SKILLS



EMPLOYMENT

Partner and Developer, NorthShield

2016-04 — Present | Agile Rails JavaScript Heroku

- Working remotely on a project from start to finish
- Dealing with foreign clients

Founder and Developer, Oniric Pixel

2015-04 — Present | Unity 3D

- Attending public events to expose our game
- Project management
- Full-fledged game development

Junior Software Architect, Ministério das Comunicações

2014-02 — 2016-09 | Agile PM Grails Java JavaScript

In partnership with Universidade de Brasília.

- Defining a reference software architecture
- Leading a 3-person agile team on a software development project
- Offering support for the IT department



PROJECTS

Creator, Monet

Rails 4 Ruby HTML 5 JavaScript CSS Heroku

Needed to learn Rails in two weeks, and needed a budget management tool. This happened.

Creator, sdl2-engine

2014-07 — 2015-02 | C++ SDL 2 GameDev

A skeleton project for SDL2/C++ game development. Solidified my SDL2 and C++11 knowledge.

Contributor, C++ Project Template

2014-12 — 2015-01 | C++ CMake TravisCI gtest

Forked and evolved, a C++ project template integrated with multiple tools, such as CMake.



EDUCATION

Graduating, Universidade de Brasília

2012-01 — Present

Engineering principles to build software, defining and applying a systematic, disciplined and quantifiable approach for the definition, development and maintenance of software.



LANGUAGES

English

Native Speaker

Portuguese

Native Speaker



READING

r/programming

Current

Daily reader.



RECOGNITION

Certificate of Achievement, ACM-ICPC

2016

Classified to the Brazilian Regional Finals as a Reserve Contestant.