

Caio Nardelli Maranhão

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EDUCATION

Software Engineering, Universidade de Brasília

Feb 2012 — Jul 2017 | Bachelor



SKILLS

Languages: C, C++, C#, JavaScript, Python

Technologies: Unity, Cocos2d-x, git

Skills: Game Design, Project Management



EMPLOYMENT

Game Development Engineer, TFG Co

May 2017 — Present

TBD

Software Engineer, NorthShield

Apr 2016 — Apr 2017

Full stack web developer with Ruby on Rails. Experiences:

Ruby on Rails, JavaScript, PostgreSQL

- working remotely;
- dealing with foreign clients.

Junior Software Architect, Ministério das Comunicações

Feb 2014 — Sep 2016

In partnership with Universidade de Brasília. Experiences:

Grails, Java, JavaScript, JGraphT, D3.js

- defining a reference software architecture;
- leading an agile team in a complex project;
- supporting the IT department.



PROJECTS

BROJ (BR Online Judge) *University*

Jun 2016 — Present

An implementation of an electronic judge designed for application on educational contexts, such as programming competitions.

C++, Python, RabbitMQ, Docker, PostgreSQL

Change Chunks *Personal*

Apr 2015 — Apr 2017

Implemented a 2.5D puzzle-platformer where character transformations affect the map layout.

Unity 3D, C#

sdl2-engine *Personal*

Jul 2014 — Feb 2015

Implemented a basic SDL2 game engine for study purposes.

SDL2, C++

Dauphine *University*

Mar 2014 — Aug 2014

Implemented and designed a platforming/stealth game in a medieval fantasy setting from scratch.

SDL2, C++



GAME JAMS

Epic Game Jam 2017: Sweet Dreams

Global Game Jam 2016: The Summonerish

Global Game Jam 2014: I See Fit

Indie Speed Run 2013: Save The Town



LANGUAGES

English, Portuguese

Native Speaker