

Caio Nardelli Maranhão

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EDUCATION

Bachelor in Software Engineering, Universidade de Brasília

Feb 2012 — Present | Graduating

SKILLS

Expert



C++ Unity 3D Git Grails 2

Proficient



Ruby Rails JavaScript REST C Java

Competent



Python HTML 5 SQL Server PostgreSQL TDD

Beginner



Rust CSS AngularJS Jersey Docker RabbitMQ Django

EMPLOYMENT

Partner and Developer, NorthShield

Full stack web developer with Ruby on Rails. Experiences:

- working remotely;
- dealing with foreign clients.

Apr 2016 — Present

Ruby, Rails, JavaScript, HTML 5, CSS, Heroku

Co-Founder and Developer, Oniric Pixel

Game designer and programmer. Experiences:

- attending public events for feedback;
- project management;
- transitioning from 2D to 2.5/3D.

Apr 2015 — Present

Unity 3D, C#

Junior Software Architect, Ministério das Comunicações

In partnership with Universidade de Brasília. Experiences:

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

Feb 2014 — Sep 2016

Grails, Java, JavaScript, D3.js

PROJECTS

The Summonerish

A random and increasingly difficult rhythm game made for Global Game Jam made by a team of three, with myself as the only programmer.

Jan 2016 — Feb 2016

Unity 3D, C#

BROJ (BR Online Judge)

An implementation of a fault tolerant electronic judge capable of withstanding large processing loads. Designed for application on educational contexts that require mass grading, such as programming competitions.

Jun 2016 — Present

C++, Python, RabbitMQ, Docker, PostgreSQL

RECOGNITION

Certificate of Achievement, ACM-ICPC

2016-09-10 | Brazilian Sub-Regionals Finals

Classified to the Brazilian Regional Finals as a Reserve Contestant.

LANGUAGES

English, Portuguese

Native Speaker