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
Apr 2016 — Present
Ruby, Rails, JavaScript, HTML 5, CSS, Heroku

Full stack web developer with Ruby on Rails. Experiences:
- working remotely;
- dealing with foreign clients.

Co-Founder and Developer, Oniric Pixel
Apr 2015 — Present
Unity 3D, C#

Game designer and programmer. Experiences:
- attending public events for feedback;
- project management;
- transitioning from 2D to 2.5/3D.

Junior Software Architect, Ministério das Comunicações
Feb 2014 — Sep 2016
Grails, Java, JavaScript, D3.js

In partnership with Universidade de Brasília. Experiences:
- defining a reference software architecture;
- leading an agile team in a complex project;
- supporting the IT department.

PROJECTS

The Summonerish
Jan 2016 — Feb 2016
Unity 3D, C#

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

TBD (Online Judge)
Jun 2016 — Present
C++, Python, RabbitMQ, Docker, PostgreSQL

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.

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